

RATCHET & CLANK

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SECTION!**



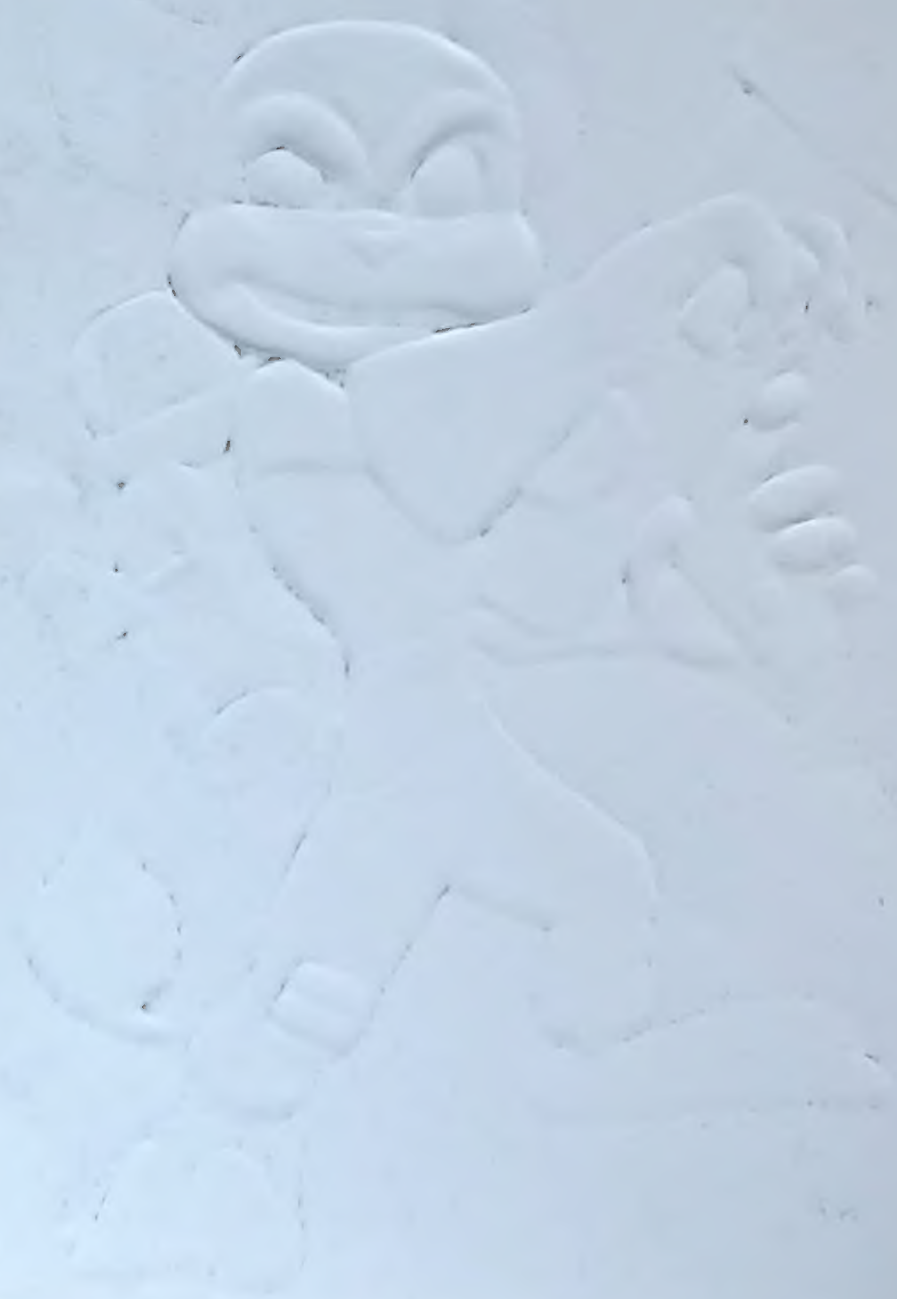
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PlayStation 2



This game has received the following rating from the ESRB







Prima's Official Strategy Guide

GREG OFF

Prima Games

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Welcome to the Ratchet & Clank Official Strategy Guide. We have written this book to be a constant companion as you accompany Ratchet & Clank on a quest to save the galaxy from the evil Blargarian, Supreme Executive Chairman Drek. This guide was designed to let you get right in and start playing. All of the general controls, moves and gadget, weapon, item and enemy information can easily be found in the chapter you will be needing it. Refer to the game's manual if you need more basic information. We also have provided a Sealed Secrets section, which contains answers and explanations for some of the game's most deeply buried secrets. Enjoy the guide and have a Quarktastic day!



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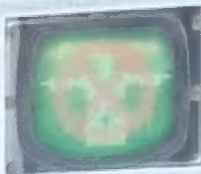
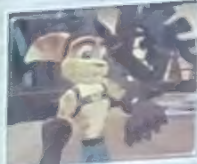
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Clank's harried escape from Chairman Drek's clutches has sent him, quite literally, on a collision course with Ratchet on the planet Veldin. Clank's escape ship looks like it crashed somewhere close by and, since there isn't much else to do on his wayward planet, Ratchet decides to investigate and learn more about what happened.



LEVEL DATA

Missions:

- 1 Investigate Crash Site

Items:

None.

Gadgets:

None.

Gold Bolts:

None.

Infobots:

- 1 Acquire from Clank after retrieving him from Crash Site.

Enemies:

- 1 Horny Toads



- 2 Electroids



Weapons:

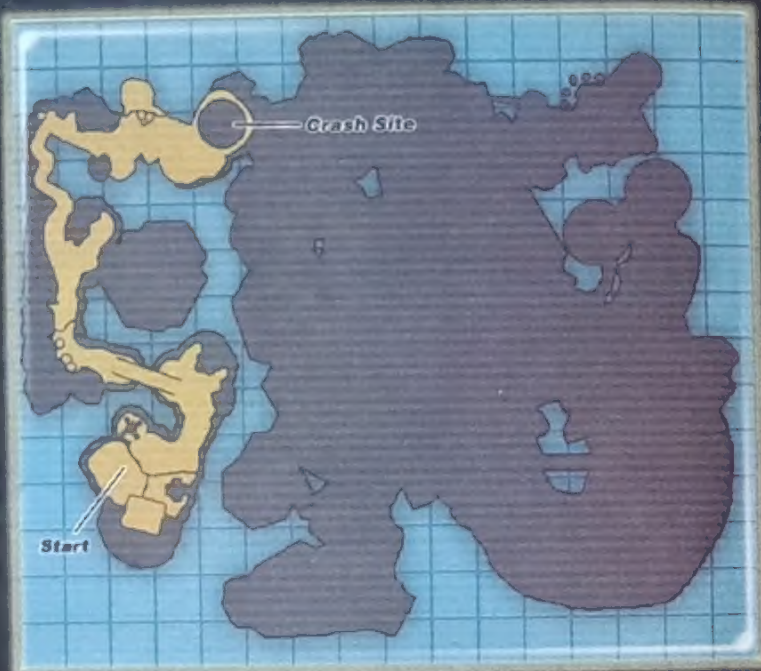
- 1 OmniWrench 8000

Cost: Free
Max Ammo: None



- 2 Bomb Glove

Cost: Free
Max Ammo: 40 Bombs
Ammo Cost: 5 Bolts per Bomb



Investigate Crash Site

MISSION 1

The path to the crash site is fairly linear and straight-forward. It is also strewn with Crates, scattered Bolts, a few Ammo Boxes and some nasty enemies. This is where you will learn how to move Ratchet around the environments, get comfortable with his basic moves, and learn to wield the OmniWrench 8000.



The first order of business is to clean out the hangar behind Ratchet. Turn Ratchet around and use the OmniWrench 8000 to break open the Crates and collect the goods inside. [1] Pressing the attack (A) button three times will allow him to execute a Multi-Strike combo and obliterate the Crates. He can also perform a downward Hyper-Strike by pressing the jump (X) button and then pressing the attack (A) button, as well as

throw the Wrench (Comet-Strike), by first holding down the crouch (R1 or R2) button, and then pressing the attack (A) button. [2] When the hangar has been cleared out, head north toward the crash site.



HELP DESK

Crates:

Ratchet will find a variety of different Crates throughout his adventures and these wooden ones are the most common. Filled with Bolts (the currency of the universe, of course), busting them open with the OmniWrench 8000 will reveal their bounty.



It's not long before Ratchet encounters his first enemies — Horny Toads. These pesky little critters have quite an appetite, and it seems Ratchet is the perfect appetizer. Since they are relatively small and slow, attacking them with a few swipes of the Wrench will take them out with relative ease. [3] Let them get in striking range and then let loose with a few Multi-Strike combos.



Take the bridge across the gap and continue on to the crash site. A series of ledges will test Ratchet on his jumping abilities. [4] Pressing the jump (X) button will make Ratchet jump up in the air. Pressing the jump (X) button a second time while in the air will allow Ratchet to perform a double jump, allowing him to stay in the air longer and cross larger areas and gaps.



At the top of the ledges and across the gap, there are a few more Toads and a large stack of Crates. This is the perfect time to try out the Wrench's Comet-Strike move. Move Ratchet to the edge of the ledge and then crouch by pressing and holding the R1 or R2 button. Aim Ratchet at the enemies and Crates and then press the attack (A) button to throw the Wrench. [5]

HELP DESK

Nanotech:

On the other side is a glass case holding Nanotech. Nanotech is what keeps Ratchet fit and healthy. If he takes any damage, one of these spheres of energy will replace one of his depleted stores. Ratchet has four slots for Nanotech, but it is rumored there is a way to increase the number he can hold...





The path branches ahead. Heading to the left through the tunnel will bring Ratchet closer to the crash site but, to the right, there are many Crates guarded by a pack of Horny Toads. [1]

After collecting the Bolts, take the tunnel. Ratchet will encounter his next enemy just on the other side. Don't get too close to these Electrods as they send out a deadly stream of electrical energy. Luckily, their

range is not very far, and Ratchet can safely use his Bomb Glove to eliminate them. Equip the Bomb Glove by pressing the button and then press it once again to toss a Bomb. Make sure the aiming reticule is right next to, or under, the enemy.



HELP DESK

Gadgetron Crates:



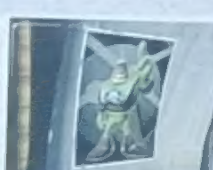
Ratchet will come across his share of Gadgetron Crates on each planet he visits. These Crates, marked by the letter "G" on their sides, have the latest in Gadgetron ammunition stored inside. What's inside is fairly random, although Ratchet will usually get ammunition for whatever weapon he currently has equipped.



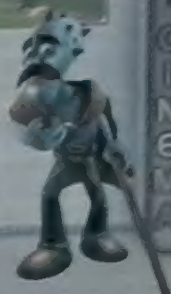
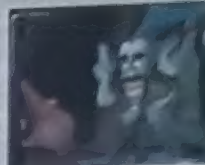
Three Electrods group together around the bend and decide to gang up on Ratchet. The Bomb Glove should work really well here, and it's possible to eliminate them all with just one Bomb. Try using it in the first-person perspective by pressing and holding down the **L1** or **L2** button first. Stay on the other side of the path and aim for the middle of the pack. [2]

The crash site is just up ahead. Although there are a few more 'bots blocking Ratch-

et's path, there should be enough Bomb Glove ammo to eliminate them all. Once the coast is clear, collect any leftover Bolts and then make way to the center of site. A strange metallic object is lying amidst the wreckage on the ground and Ratchet decides to take it back to his hangar for closer inspection. [4]



Ratchet leaves the metallic object on the ledge behind him while he goes back to work on his space ship. The object comes to life and startles him. It turns out that it is actually a small robot. The little robot tells Ratchet it is on a quest to save the sponsor of Al's Robot Shack), it decides that he is just the man to enlist. Showing Ratchet the Infobot it found, we learn about Chairman Drek and his nefarious plans to create a new planet from the choicest pieces of others. Ratchet is sympathetic but unresponsive, and tells the little robot he can't finish his ship without a Robotic Ignition System. It just so happens this little guy possesses one and the two form a shaky partnership. They take off just in time, as Drek's robotic forces land on Veldin looking for the robot.



As the unlikely duo take off, we see Chairman Drek dispatch a shadowy figure to take care of the two. The next scene cuts to Ratchet and Clank conducting hasty introductions. As it turns out, they don't have much time for anything else. Ratchet's piloting skills are a little sketchy and they crash land on the planet Novallis. Much to the dismay of the Planetary Chairman, Drek has targeted Novallis for its natural resources and is currently invading it with his robotic army. It will be up to Ratchet & Clank to explore their hostile surroundings and find a new ship.

LEVEL DATA

Missions:

- 1 Explore the Waterworks
- 2 Buy Infobot From Mechanic
- 3 Find a New Ship

Gold Bolts:

- 1 At the top of the 'jump slot' just inside the Waterworks
- 2 Inside a hidden cave at the end of the caverns
- 3 Inside the Amoeboid Lair (need Swim Pack gadget to obtain)

Infobots:

- 1 Purchase from the Mechanic for 500 Bolts
- 2 Receive from the Planetary Chairman at Tobruk Crater

Enemies:

- 1 Peckbots:



- 2 Birdbots:



- 3 Blarg Bombers and Interceptors:

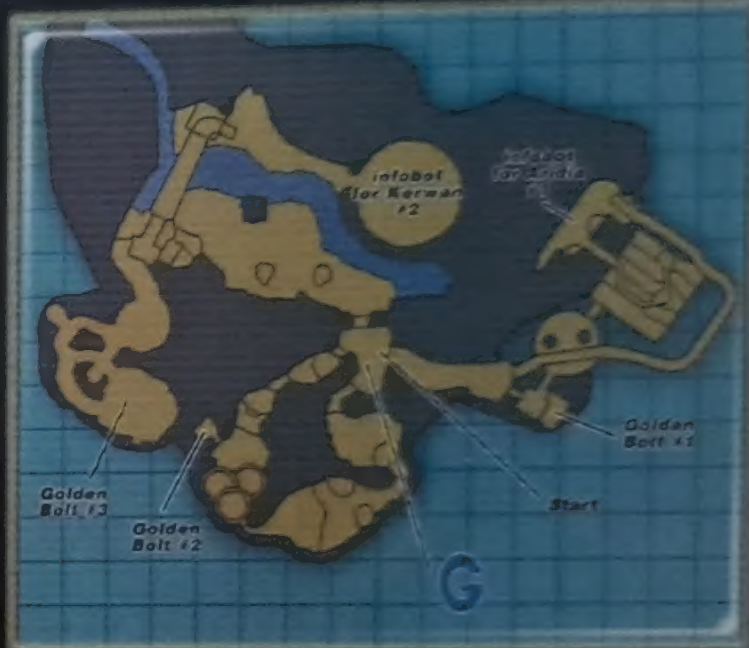
Weapons:

- 1 Pyrociter

Cost: 2,500 Bolts

Max Ammo: 240 Units of Fuel

Cost: 1 Bolt per Unit



MISSION 1:

Explore the Waterworks

The Waterworks is a small complex of pipes and machinery built inside a mountain. Your main goal is to find a way off this planet under siege, but it can't hurt to collect as many Bolts you can find along the way, as well as gather a little more information in the process.

Right off the bat, there are three possible routes Ratchet & Clank can take. Riding the elevator disc down will take them on a wide open path out to the crater below. Directly behind them is a path that will lead into the planet's underground network of caverns. The third path is the cave entrance just to the right, which leads into Novalis' Waterworks. Since exploring the Waterworks is one of the primary missions, lead the two inside. (1)



HELP DESK

Gadgetron Vendor:



The Gadgetron Vendor is a virtual one-stop shopping center that is set up on every planet throughout the solar system. Here Ratchet & Clank can shop for the latest Gadgetron high-tech weapons and ammunition using the Bolts they find along the way to purchase the goods. To activate a Gadgetron Vendor, just walk up to it and press the **A** button. An on-screen menu will appear, offering up the current selection of weapons and ammo available. To buy a weapon, gadget or ammo, highlight the corresponding icon on the bottom screen and press the **X** button to confirm the purchase. The cost of the item is displayed in the left-hand screen while the amount of Bolts you have is displayed in the top right corner. When buying ammunition, press the **X** button to choose the item, and then use the left analog stick or digital pad to choose the amount. When you are done shopping, press the **A** button to exit the Vendor.



The cave slopes up steeply and has an underground stream running through it. You will have to jump up the set of ledges to make any headway. As you reach the top-most ledge, a series of stalagmites falls from the roof and creates a footpath leading to a set of rising and falling platforms. Be sure to use the double jump when traversing through this area, as if a jump is miss-timed, Ratchet & Clank will slide back to the bottom and have to start all over again. (2)



To navigate the rising and falling platforms, time the jumps so that the ledge you jump from is higher or at the same level as the next.



Ratchet & Clank will encounter a few new enemies — Peckbots — just inside the Waterworks. These little guys can fly and hover in the air when out in the open and will swarm when on land. Since they attack with their teeth, they will charge to get in close range. The OmniWrench 8000 and Pyrocitor are good short-range weapons for these creatures. (3)

HELP DESK

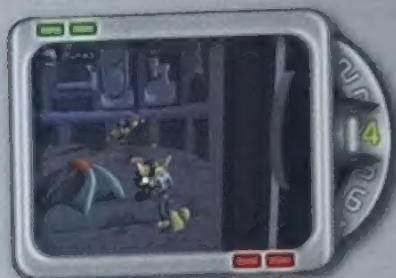
Wall Jump:

To execute the Wall Jump, look for 'jump slots' — areas where there are two walls located close to each other. The idea is to get between them and jump toward one wall using the jump (**X**) button, and then hit the jump (**X**) button a second time just as Ratchet hits the wall. He will use the first wall to launch himself off toward the second wall. Continue up the walls by jumping back and forth between them to get to the top.



GOLD BOLTS ?

The mysterious and coveted Gold Bolts can be found tucked away in secret locations throughout the solar system. These valuable items will be very useful later on, although their true purpose remains a secret for now. It takes a true adventurer to find and uncover them all. The first one is located on a platform above the steps leading into the Waterworks. It is not visible from the ground or even at the top of the steps. The only way to get to it is to use Ratchet's Wall Jump move. Before jumping up the steps, position Ratchet between the two walls at the bottom and jump from wall to wall until he reaches the top. Grab the booty and get ready to move on.



A new enemy waits just beyond the doorway at the top of the steps. These goons, known as Birdbots, can shoot exploding bullets from their arms, but their range is very short. The Bomb Glove can do the trick, allowing you to target and take them out from a safe distance. Keep back and make sure your target reticle is positioned underneath them before tossing a Bomb their way. [4]

The rising platform on the other side of the gap will lead to the next room in the Waterworks. [5] Collect the bounty found in the crates and take a dip in the water. There are steps located along the far right side of the waterway which will allow Ratchet to climb out onto the other side. Press the jump (X) button to jump out of the water and onto the steps. Repeat the process on the left side to get to the opposite side of the room. Before riding the platforms up to the catwalk above, grab all of the Bolts from the crates in the back. [5]



TIP Navigate the catwalk above carefully and slowly. It's easy to fall off if you are moving Ratchet too fast. You can move him more slowly by lightly pressing forward on the left analog stick. It's also a good idea to keep the camera behind Ratchet when attempting to navigate through trickier areas. You can manipulate the camera with the right analog stick, and instantly position it behind Ratchet by tapping the [L1] or [L2] button while standing still.

The catwalk leads through a hallway into the lobby of the Waterworks, where Ratchet & Clank will find a Mechanic huffily working away on some pipes. This is the final area of the Waterworks, completing the first mission of the game. Approach the Mechanic to see what's up. [7]



CINEMA



Ratchet cracks a joke about the Plumber's crack – guess the Mechanic doesn't like to be the butt of people's jokes... Get it? Butt... Anyone? He clues the duo in about the invasion going on and enlightens them about 'socio economic disparity.' Being that he is among the working class, he and the other less fortunates have to wait for Captain Qwark to save them. Ratchet offers up some Bolts to help him out in exchange for something valuable – which turns out to be an Infobot.

MISSION 2

Buy Infobot From Mechanic



This mission is a fairly simple one. All Ratchet & Clank need to do to accomplish it is give the Mechanic 500 Bolts for the Infobot. Since you haven't spent any of your Bolts on new weapons or ammo up to this point, you should have upwards of 2,000 in your inventory. Buy the Infobot by approaching the Mechanic and pressing the **A** button when the message "Buy Infobot for 500 Bolts" appears at the top of the screen. **[1]**



CINEMA



The Mechanic gives Ratchet & Clank the Infobot, then makes a hasty retreat down a sewer pipe. The two watch the 'bot and see a video recording of pro-hoverboarder Skid Marx. They are under attack, although the agent tries to spin it as a fireworks display in Skid's honor. The recording abruptly ends just as Skid and his agent are forced to eject from the ship to the planet Aridia as a missile bears down on them. It might be worth checking out, once you find a ship to get off Novalis.

HELP DESK

Infobots:

In addition to displaying video, Infobots give coordinates to new planets that Ratchet & Clank have yet to visit. When the two eventually find a ship, the new planet will be available. To get an early look at where they will be heading, you can pull up the Map screen by pressing the Select button and then pressing the **R1** and **L1** buttons to cycle through the available planets. In the Map screen you can also view your current missions, replay Infobot videos and check out the lay of the land. The map on the right side of the screen will be yellow in the area that you have covered and grey in the area you haven't been to yet. It will also display key items, people and locations, as well as Ratchet & Clank's current position. You can zoom in and out, as well as track the map in any direction, with the right and left analog sticks respectively.



MISSION 3

Find a New Ship

It's time to find a ship and get off this turbulent planet. Why not follow the Mechanic and take a quick trip down the sewer pipe? Make sure you have collected all of the Bolts and ammo around the lobby, stopped to ogle at the amazing view from the floor-to-ceiling windows, and then hop onto the water slide and ride it back to the cave entrance. **[2]**



HELP DESK

First-Person View

To get a better view of your surroundings, go into the first-person perspective to look around. It's possible that there might be an object, hidden item, or area that might not be visible from the third-person perspective. Plus, it's just plain cool to look at the amazing environments. To enter into the first-person mode, press and hold down either the **L1** or **L2** button and then use either the left or right analog stick to manipulate the camera.



Thanks to the Mechanic, Ratchet & Clank still don't have enough Bolts to purchase the Pyrocitor. But there is another side path to take before heading down to the crater area where you can rack up some more Bolts. Hang a left outside the cave entrance and wade through the shallow water between the two hills. Just up ahead is a small pond that requires a quick swim.

Ratchet can swim with the best of them, but he does have a limit to how long he can stay underwater. In the meantime, take a few minutes to get familiar with the swimming mechanics and how long Ratchet can hold his breath.

HELP DESK

Swimming

Ratchet can swim across the top of the water by pressing any direction on the left analog stick. To dive underwater, press and hold the **○** button. To rise, press and hold the **×** button. The harder you press down on the **×** button, the quicker he will ascend to the surface.



Be sure to watch the air meter in the upper right corner of the screen. When the air meter is half empty, it's time to start rising to the surface. When it starts flashing red and a beeping sound is heard, you have approximately six seconds to make it to fresh air before Ratchet & Clank become fish food.

Use the OmniWrench on the Bolt Crank on the other side of the pond to open the door and then head into the cavern. There is a set of enemies in the area at the top of the steps, as well as a series of small pools.

Use the Bomb Glove to take them out and

collect the booty littered about the cavern before moving on through the large pool of water in the back. [4]



HELP DESK

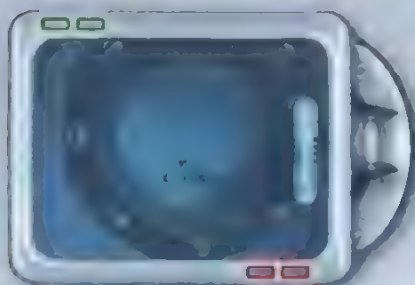
Bolt Crank

These Bolts sticking out of the ground are called Bolt Cranks, and they are used to open doorways. Thankfully, Ratchet's OmniWrench 8000 is compatible with the Bolt Crank and you only need to press the **○** button to attach the Wrench to the Bolt and then move the left analog stick in a counter-clockwise position until the doors open. Viola!





Some of the Mushrooms and the stalagmites inside the caverns are destructible and can be smashed to reveal a few Bolts inside.

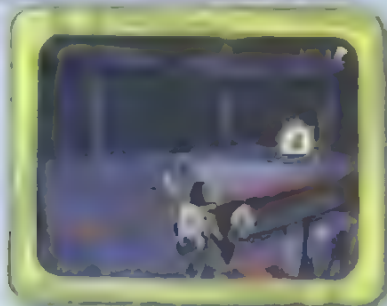


The large pool has a tunnel inside it that leads to the next area. Make sure Ratchet has plenty of air before attempting to swim through to the other side. (1)

Ratchet & Clank find themselves inside a cavern with a series of water tanks. (2) There is one important thing to note in this area. Besides a couple of Peckbots, some crates, a Bolt Crank, a few mushrooms and stalagmites, there is a secret area hidden away just beyond view. First clear the area, then examine the left wall. (3)



See that crack in the cavern wall on the left hand side of the cave? One Bomb toss from the Bomb Glove should shatter it into rubble, revealing a hidden room beyond. Inside, you'll find a second Golden Bolt and a bounty of crates.



When you have collected the goods, use the Wrench to open the next set of doors and swim through the next tunnel into the final area of the caverns. Be sure to collect the remaining Bolts before heading back outside into the fresh air and daylight. (4)

By now, Ratchet & Clank should have accumulated quite a large sum of Bolts, definitely enough to buy the Pyrocitor from the Gadgetron Vendor. Make the purchase and then also max out its ammo. They should have enough left over to max out the Bomb Glove as well, if it isn't already.

Move on to the yellow elevator disc to be whisked down to the valley below. To the right is Tobruk Crater, but there is no direct path over the river separating it from the



area Ratchet & Clank occupy — you'll have to find another way across. (5)

Ratchet will encounter more Peckbots and Birdbots down here. Use the Bomb Glove for the Birdbots and then try out the Pyrocitor on the Peckbots when they land and come at him. (6) When using the Bomb Glove, make sure to throw a single Bomb at a time (you only need one to take out an Birdbot), as there is no need to waste two on a single enemy.



It's possible to quickly cycle between the weapon you currently have equipped and the last one you used by double tapping the button.

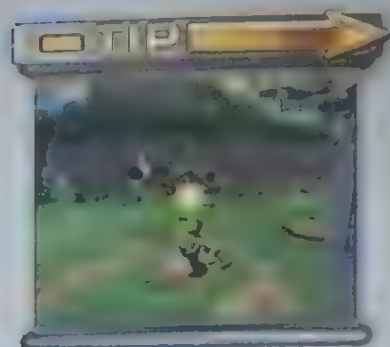
Clear out the entire open area below and head under the large bridge. Around the corner beyond a stack of crates is a strange-looking antenna sticking out of the ground. (7) This contraption is home to a Sand Mouse, although there is no foreseeable way to get it to come out... for the moment.





A row of steps lead around and up to the bridge. As Ratchet & Clank approach it, an invading Blarg Bomber unleashes a barrage of bombs and damage the bridge. To add insult to injury, a trio of Birdbots drop down from the sky to hinder their progress. Three well-lopped Bombs should take them out.

Clear out the area on the other side of the bridge of all Bolts and crates, and then make your way over to the crater. [E]



If you're diligent enough, it's possible to get one Birdbot to fire at another. Just maneuver Ratchet so that they are lined up one in front of another and let them go at it! This is a great way to save ammunition and have fun in the process!

When Ratchet & Clank reach the crater, a large cargo ship lands, which is escorted by three more Birdbots. As soon as they are eliminated, Ratchet & Clank will meet its occupant — the somewhat terrified and humbled Planetary Chairman. [E]



The Chairman mistakes the duo as possible mercenaries, torturers or worse, assassins, and begs them not to hurt him. Before Clank can convince him otherwise, the Chairman offers up his only valuable item — an Infobot. The video recording shows a cheesy commercial for Big Al's Robot Shack with the rather large-chinned Captain Qwark as its spokesperson. From the video, Clank surmises Qwark is on the planet Metropolis. When the Chairman finally realizes Ratchet & Clank are friendly and in need of a ship, he lends the two his.

HELP DESK

The Ship



Once you have a ship, you can locate it on the Map screen. It is represented by an orange star. To board the ship and access the new planets, approach it and press the [E] button. A Galactic Map screen will appear showing you the planets that have yet to be visited. They are represented by flashing circles. Select the one you want to go to using the digital pad and then press [E] button to confirm your selection.



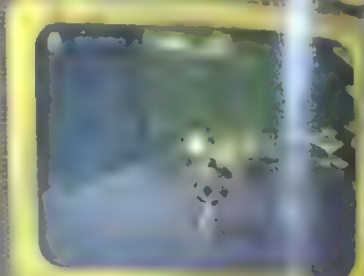
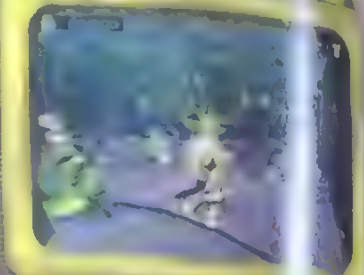
Now that a ship is accessible, it's time to take leave of the chaotic Novalis for the next destination; the Planet Kerwan and the bustling city of Metropolis. Head over the bridge and ride the elevator disc back up to the area where you started. Your new ship will be waiting for you. [E] Turn to page 13 to continue.

Returning from Planet Pokitaru, Page 95

AMOEBOID EQUIPMENT

The final Gold Bolt can be attained only after you have acquired the O2 Mask and Hydro-Pack. It is located in a secret underground lair off of the river. Since the current is too strong to swim against, using the Hydro-Pack is the only way to get to it.

Once you have these two gadgets, return to Novallis and take the yellow elevator disc down to the area below. Head under the bridge to where the Sand Mouse antennae is located. Jump into the flowing water here and dive underneath the surface. Press and hold the **R1** or **R2** button to activate the Hydro-Pack's jets and follow the water-filled tunnel until it dead ends at a cave opening — Ratchet & Clank are now inside the Amoeboid Lair. Hop out of the water and deal with any Amoeboids in the immediate vicinity. There are two paths you can take, but the one you want is to the right. Follow the tunnel and then execute the Wall Jump when you get to the jump slot in the cave wall. Collect the goods at the top and then hop back down to the main path. The path leads around to an alcove where you will find the hidden Gold Bolt hovering on a ledge way above and another Amoeboid patrolling the area below. Eliminate the multiplying monster and then continue down the sloping path. The two will come into a cavernous room filled with Amoeboid creatures and crates. Use a medium-range weapon, such as the Blaster or Pyrocitor and don't stop firing until there is nothing left. When the carnage is over, jump up the ladder along the cavern wall and then follow the steps up to the ledge where the Gold Bolt waits. Now that you have the final Gold Bolt on the planet, return to the ship and continue your adventure. Head to Gemlik Base, page 104.



The planet Kerwan is home to the majestic city of Metropolis. This 'city in the sky' is filled with towering skyscrapers and congested skyways. It is also home to Al's Roboshack and Captain Qwark's Obstacle Course. The rewards for traversing this tricky planet include an upgrade for Clank, a new weapon, and your first gadget, the SwingShot.

LEVEL DATA

Missions:

- 1 Visit Al's Roboshack
- 2 Buy Hell-Pack from Al
- 3 Explore the Rest of the City
- 4 Ride the Robot Train
- 5 Complete Fitness Course
- 6 Buy Swingshot from Trainer

Gold Bolts:

- 1 At the train station on top of the stacked suitcases.
- 2 Hidden inside a building accessible by gliding down from Island 2 of the Fitness Course.
- 3 Under the building underpass by the Gadgetron Vendor.

Infobots:

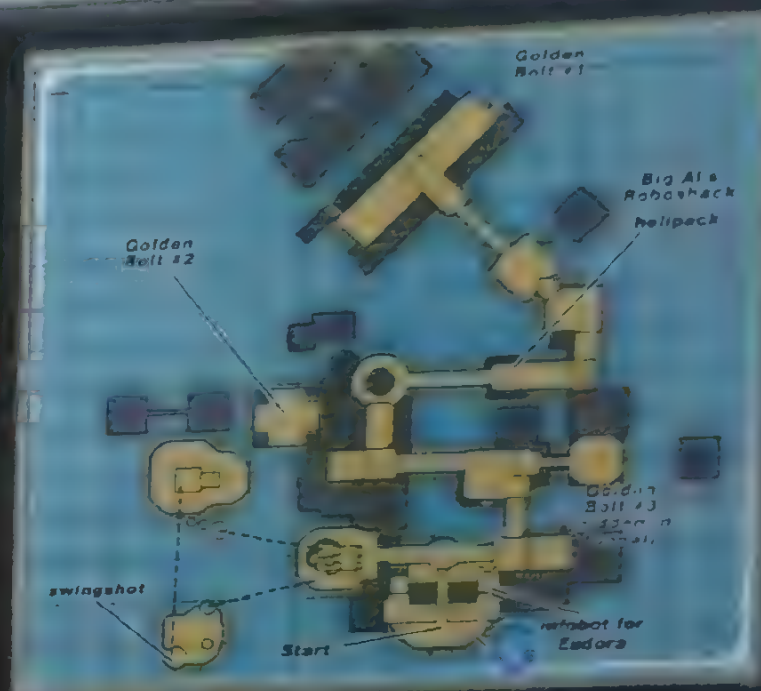
- 1 At the end of the train ride in second alcove at the train station — gives coordinates for Planet Eudora.

Enemies:

- 1 Blarg Commanders

- 2 Robomutts
- 3 Mine Layer

- 4 Blarg Heli-Commander
- 5 Blarg Generator

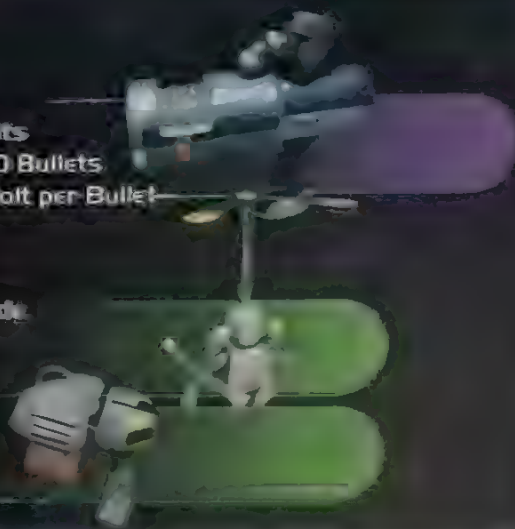


Weapons:

- 1 **Blastar**
Cost: 2,500 Bolts
Max Ammo: 200 Bullets
Ammo Cost: 1 Bolt per Bullet

Gadgets:

- 1 Hell-Pack Upgrade
- 2 Swing Shot



MISSION 1

Visit Al's Roboshack



Al's Roboshack lies somewhere along the network of pathways, bridges and skyscrapers. Make sure to collect the Bolts from the Crates near the landing pad, and then take the bridge down into the square.

[1] The path splits off in two directions here, Al's Roboshack lies along the right. Before heading down the right pathway toward Al's, do a little shopping at the Vendor and see what Gadgetron goodies he has to

offer. As luck would have it, a new weapon is available — the Gadgetron Blaster. It costs 2 500 Bolts — you should have just enough. Make sure to max out its ammo as well. [2]

The last thing to do before heading to Al's is to check the area underneath the bridge. There are a stack of Crates that hold some more Bolts. Caution! The red-colored ones are Explosive Crates and will detonate once they have been activated. DO NOT attempt to strike one with your Wrench or stay next to it for more than a second. If you do, Ratchet & Clank will be caught in its blast as it explodes, losing precious Nanotech in the process. [3]



HELP DESK

Explosive Crates:

These red-colored Crates are packed with enough explosives to cause harm to anything within a few feet of them. They are motion sensitive and will start their detonation process if someone or something (like Ratchet) gets too close. When the detonation process has begun, the Explosive Crates will flash and count down four warning buzzes before exploding. The best way to handle these unstable Crates is to either trigger them, by lightly brushing next to one and then retreating a safe distance or, better yet, staying back and throwing the OmniWrench at it from far enough back by holding down the [R1] or [R2] button and pressing the attack ([A]) button.



To detonate Explosive Crates that are stacked at a higher elevation, enter into the first-person mode and take aim with the Omniwrench. If you press and hold [R1] or [R2] (with your Wrench equipped) while also pressing and holding [L1] or [L2] you will see a crosshair. You can now aim the Wrench and throw it (by pressing the [A] button) in any direction.



Take the right path, but move forward with care. Dead ahead is a new pair of enemies — The dreaded Blarg Commander and his robotic K-9 attack dog, the Robomutt. The Blarg Commander's first line of offense is the Robomutt, which he will let loose and send it charging at Ratchet & Clank. Stay back and wait for it to come at them, then swipe it with the OmniWrench when it gets in range. [4] You can also use the Blaster or

Pyrocitor to eliminate it before it has a chance to get close. As soon as the 'mutt is out of the way, remain out of the Blarg Commander's missile range and shoot him down with the Blaster. [5]

The path leads down to the left, but there are some Crates located in the grassy alcove dead ahead. [6] Down below are more Blarg Commanders and Robomutts. After dispatching the two at the end of the first bridge, you'll find another accom-



panied by a group of 'mutts waiting in the area on the other side. Stay back and let the Robomutts come at you one by one, using the Wrench to fend off their attacks. [D]



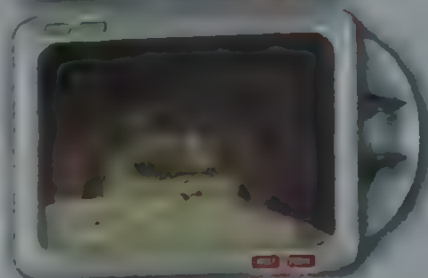
Up ahead is a Blarg Melt-Commander. This flying contraption is equipped with an automatic machine gun, which is capable of sending down a steady shower of bullets Ratchet's direction. Stay as far back as possible so you won't trigger its fire, then enter into the Blaster's sniper mode (by pressing and holding either the **L1** or **L2** button and equipping it). If Ratchet & Clank are close enough,

you will be able to lock on to it (you will get a locked-on, green crosshair when you are in range). You should be able to blast that bucket of bolts out of the sky without it ever firing a single bullet in Ratchet's general direction. Take care of any leftover enemies, collect all of the booty in the general area and then take the escalator down into the next area. [E]



A new enemy waits for Ratchet & Clank in the circular courtyard. This robotic runner will dart away from the duo, tossing land mines from its backpack into their path. Trying to get in close or chase the Mine Layer down is pretty much a futile cause. A better strategy is to stay back and not alert this goofy goon and take it out with a medium-range weapon (such as the Blaster). Wait for the Robo-

mutts to charge Ratchet & Clank from the bottom of the escalator and remove them with the Wrench. Next, without moving, equip the Blaster and shoot down the Mine Layer who is just off to Ratchet's left. [F]



HELP DESK

Mine Removal

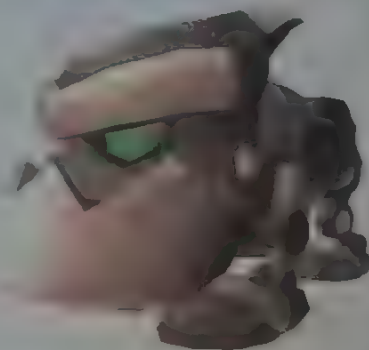
You can safely get rid of any leftover mines by using the Omniwrench's Comet-Strike move from a safe distance. Just hold down the **L1** or **L2** button in conjunction with the **R1** or **R2** button, line up the crosshair with a mine, and throw the wrench to detonate it.

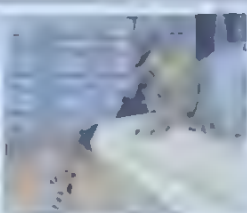


Not that we recommend wanton destruction of private property, but there are certain items and objects in Metropolis which can be smashed to smithereens to reveal a few Boits. The light posts along the path and the statue in the circular courtyard are perfect examples. Try experimenting to see what else you can destroy for currency.



Down the path and across the final bridge lies Al's Roboshack. There is one more set of enemies blocking the path, but you should have no trouble dispatching them. When the unpleasanties are over, head inside and pay Big Al a visit. [G]





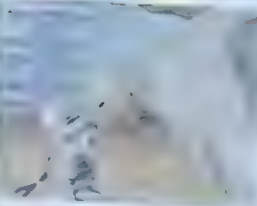
The duo meet AI who obviously doesn't get out much. Recognizing him from the Infobot announcement, Clank enquires about Captain Qwark. It turns out AI hasn't seen Qwark since they shot the commercial, but he does offer a Heli-Pack upgrade for Clank... for a small fee of 1,000 Bolts.

MISSION

Buy Heli-Pack from AI



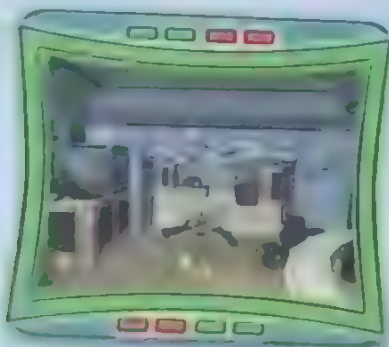
This mission will be a quick one. Ratchet & Clank should have more than enough Bolts to purchase the Heli-Pack upgrade from AI. If they don't, scour the surrounding area for more Bolts until you come up with the 1,000. When you have the required amount, approach AI and press the **X** button to purchase the upgrade. [1]



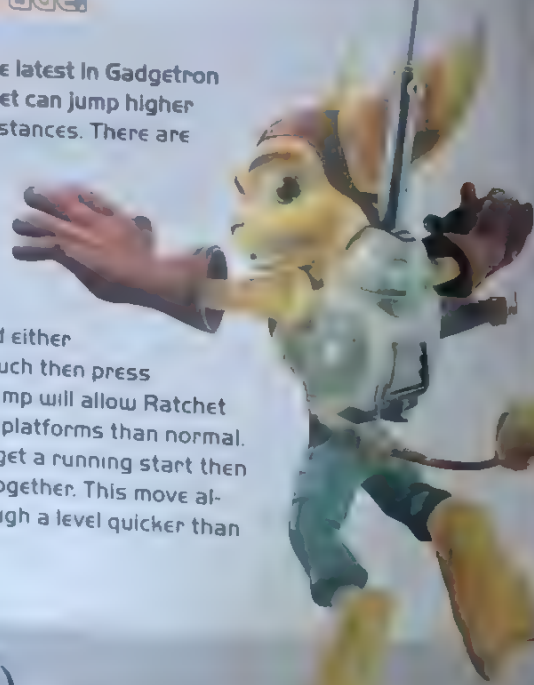
AI grabs hold of Clank and goes to work. When the dust settles, Clank is outfitted with propellers that extend from his hands and head proving, beyond a doubt, that he is the coolest little robot in the solar system.

HELP DESK

Heli-Pack Upgrade:



Now that Clank is equipped with the latest In Gadgetron Heli-Pack technology, he and Ratchet can jump higher and farther, as well as glide long distances. There are three new moves they can execute using the upgrade: Glide, Boost Jump and Stretch Jump. To use its Glide feature, just hit the **X** button to jump and then press it a second time to glide. To use its Boost Jump feature, press and hold either the **R1** or **R2** button to first crouch then press the **X** button to jump. The Boost Jump will allow Ratchet & Clank to reach higher ledges and platforms than normal. To utilize its Stretch Jump feature, get a running start then press and hold either the **R1** or **R2** button and the Jump (**X**) button together. This move allows for maximum distance for jumping across gaps or just getting through a level quicker than running.



Ride the Robot Train



Ratchet & Clank's first chance to use the Heli-Pack upgrade is just outside the exit of Al's Robo-Shack. There is a stack of large metallic and wooden Crates that they can jump up and onto by using the upgrade's Boost Jump feature. Position the duo so that they are standing right in front of the Crates, then press and hold the **R1** or **R2** button to crouch. Next, press the Jump (**○**) button while crouching and they will be vaulted up and onto the Crate. Repeat the process a second time, and they will be at the top of the Crates. **[2]**

The upgrade's next feature, the Stretch Jump, comes into play up here. To leap across the gap from the Crates to the building, get a running start and then press either the **R1** or **R2** button and the Jump (**○**) button together at the edge of the gap. **[3]**



The yellow elevator disc will carry Ratchet & Clank up the side of a building to the roof above. This vantage point will give you the opportunity to try out the Glide move. Before leaping off the building to the rooftop below, equip the Blaster. There are three Blarg Commanders waiting at the bottom for their arrival. You can either perform a Boost Jump first or just jump, as long as you press and hold the Jump (**○**) button a second time to Glide across the gap to the rooftop below. **[4]** Try to aim Ratchet toward one of the Blarg Commanders.

When the green lock-on crosshair appears, start shooting and don't stop until you have eliminated all three. Remember to avoid their missiles if at all possible. **[5]**



Ratchet & Clank can implement some pretty handy evasive maneuvers while still attacking with their weapons. It's possible, from a crouching position, to perform Back Flips and Side Flips. To do so, hold down either the **R1** or **R2** button to crouch and then snap the left analog stick in the opposite direction while pressing the Jump (**○**) button for a Back Flip, or snap the left analog stick right or left while crouching to perform a Side Flip. You can continue attacking while flipping with the weapon you have equipped.



Another yellow elevator disc awaits to whisk the two up to a dizzying new height. Of course, there will be plenty of resistance waiting for them at the top. You should have no problem dealing with the Robomutts and Mine Layer by the bridge, although you might find that more Robomutts keep appearing from out of nowhere. **[6]** Actually, they are being created by a Blarg Generator at the foot of the bridge. Clear out the area of enemies and quickly obliterate the contraption with any one of your weapons. **[7]**





The next set of escalators delivers Ratchet & Clank to a train station. The Blarg are out in full force up here and are expecting their arrival. Quickly equip the Blaster or Bomb Glove and let them have it. Remember to stay far enough back and shoot from relative safety in order to avoid being caught in their missile fire. (1)

After eliminating the immediate threat, take a right at the escalators and use the

Helipack's Boost Jump feature to get up on top of the stacked suitcases. Down below on the other side is a group of Robomutts. Equip the Bomb Glove and take out all that are in its range. You should be able to hop down and mop up the rest with the Wrench, then quickly destroy the Blarg Generator at the far end by the stack of suitcases. (2)

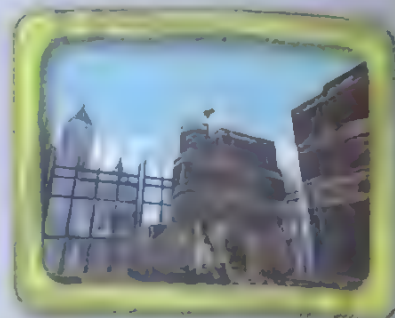


GOULD MILLS



There is a coveted Gold Bolt hovering above the last stack of suitcases at the far end of the area. Getting up and over to it is easy. If you haven't broken up the large stack of Crates against the back of the suitcases. Just use the Boost Jump twice — once to get up onto the top of the Crates, and a second time to get up to the top of the suitcases and the Golden Bolt. If you have already pillaged the Bolts from the Crates, you'll have to take the long way. Start at the opposite end of the area and use the Boost Jump to get up onto the first stack of suitcases. From here, it's a short hop onto

the next column of suitcases. The next jump requires a Boost, Glide or Stretch to reach the stack of suitcases. Two more hops, and Ratchet & Clank will be able to reap their reward.



Boost Jump back over to the other side of the train station and follow the train and wall of suitcases to the fence at the end. Use the Crates at the far end as stairs to get up on top of the wall of suitcases. (3) If they were destroyed, don't fret; there are two more climbable stacks on the other side of the wall. Get up on top of the suitcase wall and collect the Bolts, ammo and Nanotech along the top. Make sure to scour the area below and collect

all of the booty there is to take before moving on. (4)



It's time to take a train ride. When you hop onto the waiting platform, you'll notice a Blarg Commander stationed on each car. Use the Blaster's sniper mode and knock them off the train. (5)

The reward waiting at the front of the train is an Infobot, but this one seems to be playing hard to get. It bolts as soon as the train docks and heads for whereabouts unknown. (6) To make matters worse, a giggling Mine Layer is clogging your path with deadly mines.

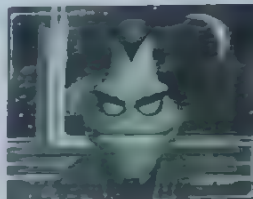




Hop onto the platform, avoid the mines and get close enough to target and take out the Mine Layer with the Blaster. [7] Before tracking down the elusive Infobot, take a quick moment to pilfer the Crates inside the first alcove to the left. The second alcove is where you will find the Infobot. Snag it and watch the video it offers up. [8]



CINEMA

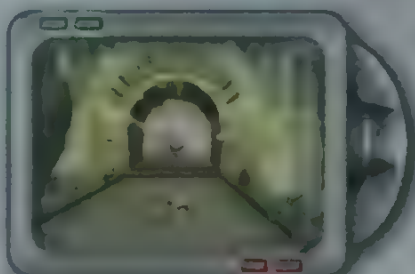


The video from the Infobot shows Chairman Drek's newly-promoted Lieutenant reporting in from the planet Eudora. Drek's chosen the tree-covered planet for elimination and his inept troops are way behind schedule. Ratchet is ready to take off and take on Drek's troops, but Clank warns him not to underestimate Drek. He suggests they find Captain Qwark first. They eventually agree to tackle the Lieutenant and coerce him into telling them where they can find Qwark.

Explore the Rest of the City



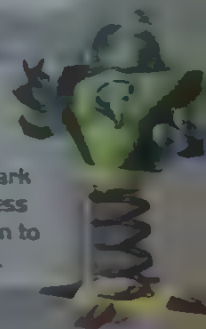
Instead of riding the elevator disc back down to the path, take a look off to the right. There is a small platform inside the building next to it that houses some Crates and Bolts. [11] Use the Hell-Pack's Glide feature to Glide down into the building and collect the booty, then hop down to the path below. [12] Take the path to the right once again, and return to the grassy area with the dirt path leading to a bridge. In this grassy area, there is a building with a concrete ledge that Ratchet & Clank can now jump up to using the Boost Jump. [13] Inside, there is an open courtyard that houses a few stacks of Crates in its three corners. Grab the goods and then head back toward the Gadgetron Vendor. When you get to the square, continue past it up the path. Ahead is what appears to be a robotic statue of none other than Captain Qwark. [14]



CINEMA



A voice recording from the bouncing statue welcomes all comers to the official Captain Qwark Fitness Course. If you can complete the fitness challenge, then you'll receive a special reward from his head trainer. Clank thinks it's the real Captain Qwark and tries to tell him there are more pressing issues than his fitness course, but Ratchet points out he is a robot statue. You can listen to two more recordings from the ego-inflated robot Captain Qwark.



MISSION 5

Complete Fitness Course



Island One: Never one to turn down a challenge, Ratchet is ready and raring to go. There is a small ledge around the back side with a few Crates on top. When you're ready, jump up onto the first set of ledges to get to the grassy platform. (1) The first challenge is an easy one: navigate the jump slot using the Wall Jump. Just position Ratchet between the two walls and jump toward one, then press the jump button a second time to jump up and over to the opposite wall. Repeat a few times and Ratchet & Clank will have arrived at the next set of platforms. (2) Continue up the next set of jump slots — this one takes a few more jumps to get to the top, but the reward will be worth it. (3) Grab the Bolts from the Crates, then position Ratchet so he is standing right on top of the green marker on the ground. (4) This suspended cable is a rail slide and will allow Ratchet to use his Wrench to grind the two down to the platform below. Just jump up from the green marker and Ratchet will do the rest.



Island Two: This next island is much trickier. It's going to take patience and care to navigate it successfully. To start, carefully hop across the small platforms and onto the island. After collecting the spare Bolts around the perimeter, jump up to the first set of small platforms. (5) The next platform retracts in and out of the wall. Just wait for it to slide out of the wall and quickly jump to it and then on to the stable platform beyond. (6) Around the corner are two retracting platforms. They move in and out at the same time. As before, wait for them to start to extract from the wall and quickly jump from one to another until Ratchet & Clank are on solid ground. (7) There are two more moving platforms around the next corner, except these two move in opposite directions from one another. The key here is to wait for the closest to move out of the wall and then hop onto it. Next, patiently wait for the second to move out of the wall while the one Ratchet is on moves in. As soon as there is enough room to stand on the second one, hop over and then hop onto the platform beyond. (8) The next obstacle is two moving jump slots. Wait for them to start to extract from the wall and start the climb upwards using the Wall Jump. If you jump toward the left wall when you start the climb, Ratchet & Clank will end up right next to the stationary platform. (9) Again, there are two opposite moving platforms around the corner. Do





as you did before. One more set of jump slots leads up to the top of the gauntlet. Repeat the process of using the Wall Jump to get to the top. Four jump presses later, the two have reached the roof. Grab the bounty of Bolts up here and ride the rail down to island three, the waiting Fitness Trainer and, presumably, your reward for completion of the course.

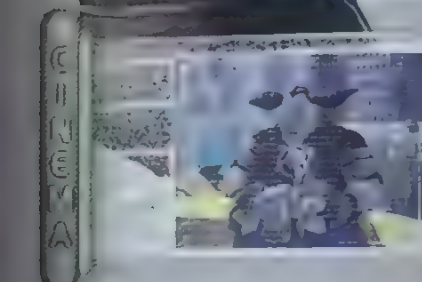


The Fitness Trainer is repulsed at Ratchet & Clank's weak, weak, weak performance on the course. While she might not be impressed, apparently Captain Qwark is. He wants to reward the duo with a new gadget – the Swingshot – but the rather rotund Trainer isn't going to give it up unless the two cough up some Bolts first.

Buy Infobot from Trainer



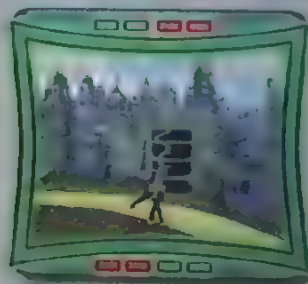
You should have the 1,000 Bolts required to purchase the Swingshot from the portly extortionist. Just approach her and press the  button to purchase the Swingshot. If, for some reason, you come up short, scour the surrounding area. 




The Fitness Trainer doesn't get any nicer after collecting the Bolts. After insulting Ratchet's manhood she gives him a snort and flies off – good riddance. The handy and versatile Gadgetron Swingshot is now yours!


HELP DESK

Swingshot



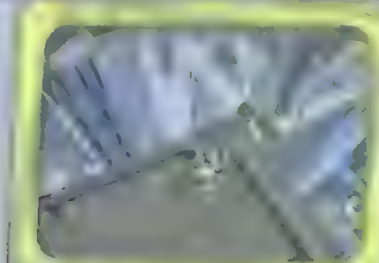
Congratulations on your new Gadgetron Swingshot! This gadget will allow Ratchet & Clank to swing and grapple from specially built Versa-Targets. To use the Swingshot, first equip it via the QuickSelect menu, Next, position Ratchet so he is in close proximity and facing a Versa-Target and press and hold the  button. The Swingshot will extend from his arm and grapple onto the Versa-Target, then retract and pull Ratchet along with it. The Versa-Targets come in two colors: Green and yellow. The green Versa-Target will allow Ratchet to grapple onto it and then yank him into the air and release

when he reaches the Target. The yellow Versa-Target allows Ratchet to grapple onto it and then swing back and forth in the air. If a Versa-Target is out of view, you can use the **L1** or **L2** button to aim in the first-person perspective.

Ratchet & Clank's stay on Metropolis is rapidly coming to a close. Before taking off to parts unknown (well, actually, Planet Aridia), you should get acquainted with the Swingshot. There is also the matter of two more Gold Bolts. 



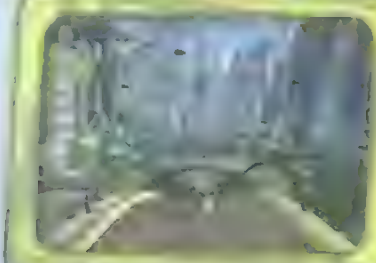
RAIL OVERCOME



Ride the rail slide down to Island One and make your way back up all the way to the top. Next, ride the rail slide down to Island Two and start the ascent back up to the top. There is a reason for taking the Fitness Course a second time. As you round the third corner on your way up, take a moment to look off in the distance. See that courtyard chock full o' Crates? That's where you are headed. Traverse the gauntlet all of the way back up to the top.

DON'T ride the rail slide down. Head over to the right corner of the roof and look down — you should have a bird's eye view of the open courtyard. Go ahead and perform a Boost Jump off of the roof and then Glide toward the courtyard. You should see a glimmering Gold Bolt in the middle of the courtyard along with plenty of Crates full of Bolts, all yours for the taking!

A taxi will be waiting down here to whisk Ratchet & Clank to their ship. Have them ride it and hop off when it docks. Before boarding the ship, there is one more Gold Bolt to uncover. (1)

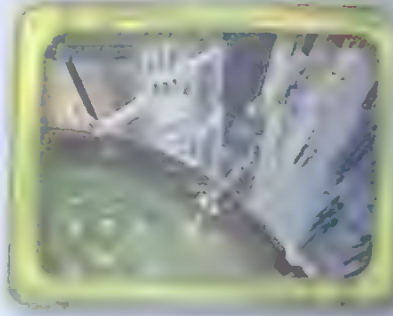
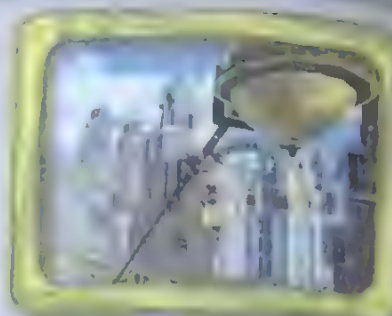


The final Gold Bolt is cleverly hidden underneath the ground Ratchet & Clank are currently standing on. The easiest way to get to it is to take the bridge down to the circular area with the Gadgetron Vendor and stop at the railing. If you maneuver the camera over Ratchet's head, you'll notice what looks like a steady stream of ships flying into the building below. In reality, they are flying through an underpass in the building. Take a leap of faith off of the platform and quickly hold down the Jump (X) button to execute the Glide move. If Ratchet & Clank stay next to the side of the building, you will see the opening to the underpass (you can swing the camera around using the right analog stick for a better view). Just glide the two into the opening and then grab the goods inside, which include plenty of Bolts, a few Gadgetron Crates, an Explosive Crate or two and a Gold Bolt.



It's possible to shoot down the ships flying throughout the city of Metropolis and earn a few extra Bolts in the process. Use the Blaster's sniper mode and mow a few down while you're in the underpass.

Take the taxi at the opposite end of the underpass and ride it back to the ship. You are now officially finished with Metropolis (for the time being, anyway) and are ready to depart to Outpost XII on planet Aridia. (2)



Planet Aridia is a dark and dangerous place full of harsh organic landscapes teeming with burrowing Sand Sharks and cold, steel structures. Ratchet & Clank have chosen to land and search the Outpost XII on Aridia to find pro Hoverboarder Skid McMarx.

LEVEL DATA

Missions:

- 1 Locate Skid McMarx
- 2 Help Skid Get to His Ship
- 3 Use Your Swing Shot
- 4 Find Skid's Agent
- 5 Bring Prize to Agent (can't complete until after level 6)

Infobots:

None.

Weapons:

None.

Gold Bolts:

- 1 Inside a hidden cave along the Sand Shark Path.
- 2 Underneath the catwalk with the Trespasser inside the Swing Shot structure.
- 3 Inside dumptruck near Skid's Agent.
- 4 Inside the Cannon battery above Skid's Agent (requires Magneboots).

Enemies:

- 1 Sandsharks
- 2 Constructorbots



Items

- 1 Z3000 Hoverboard

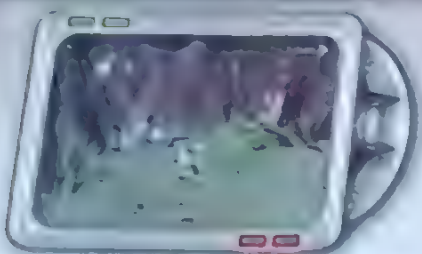


Gadgets

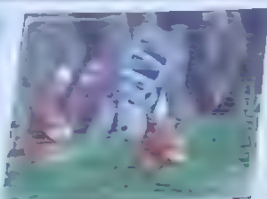
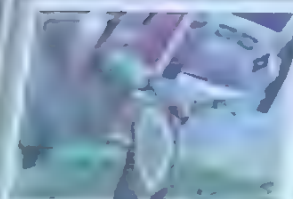
- 1 Trespasser
- 2 Sonic Summoner



Locate Skid McMarx



The first order of business is to track down Skid McMarx and make sure he's ok. Believe it or not, the Pro Hoverboarder is just a short way behind Ratchet & Clank's ship, cowering in a corner. Follow the sand path between the two mountains behind the ship and you will spot him almost instantly off to the right. [1]



Skid claims he was in an epic space battle. Ratchet states it was more like he was screaming for help, but Skid retorts by saying that was a war cry. It turns out that Skid and his agent were ambushed on the way to Hoverboard practice, and now he is having trouble getting back to this ship due to a "sprained ankle." He offers Ratchet a brand new Hoverboard if he can take out Sand Sharks blocking the path. Before Clank can interject, Ratchet accepts the challenge.

MISSION 2

Help Skid Get to His Ship



Some of the foliage on Aridia can be broken up to uncover Bolts. The spiky cactus is one such plant. Experiment to see if you can find others.



In order to help Skid get to his ship, Ratchet & Clank will have to clear the path, which is teeming with burrowing Sand Sharks. There are a total of 57, but that number can continually multiply if you don't also eliminate the seven Sand Shark Generators that are also along the path. [2] The Sand Sharks are easy to handle in small numbers, but things can also easily get out of hand if too many swarm at once.



The best defense is to use the Pyrocitor and continually fire a stream of molten heat at the Sharks while running around in a tight circular motion. The first batch are just across the metal walkway lurking in the sand beyond. Equip the Pyrocitor and blast away. [3]



If at all possible, stay out of the brown goop. This deadly quicksand will take hold in the blink of an eye. If they do fall into it, rapidly press the Jump (X) button to wriggle free of its confines. You will get two chances to make it back to solid ground before the duo are sucked down for good.

As soon as the first batch is eliminated, take the right path around the embankment. There is a second batch waiting to make a meal out of Ratchet & Clank dead ahead. Make sure to take out the Generator as quickly (and safely) as possible, as it will constantly churn out more Sand Sharks if you let it. [4]



The following set of metal walkways lead around to the right and the third set of Sand Sharks. At this point, there should be around 49 Sharks and six Generators left. Eliminate them and make that 43 Sharks and five Generators.

SECOND BOLT

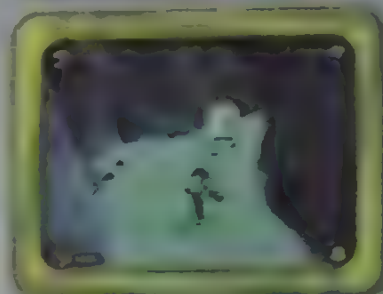
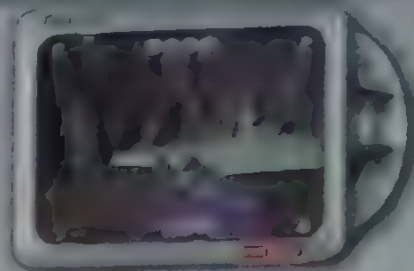
Before heading back over the walkways, take a moment to examine the mountain wall here. If you look closely enough, you should be able to make out some cracks in the rocks. A well thrown Glove Bomb should break down the wall, revealing a cave. Follow the path inside and you will find the Gold Bolt and Gadgetron crates that you might have seen from the other side. Grab the booty and head back out the way you came.

Continue heading to the right and around the circular embankment. As Ratchet & Clank round the corner, a batch of Sand Sharks will rain down on them from above.

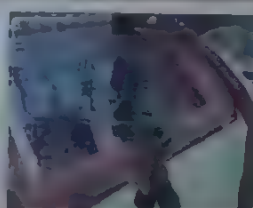
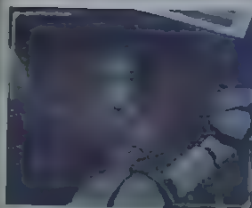
There are a set of stone ledges set into the embankment that leads up to the top. Hop up, take out the two Generators along the dirt path around the top, as well as the two Sand Sharks swimming in the soft earth in the middle – that leaves a total of 30 Sharks and three Generators to go.

If you want to have even more fun, stay up on top of the embankment and equip the Bomb Glove. There is a Generator and group of Sand Sharks down below. Aim the targeting reticle underneath the Generator and rain some explosives down onto it. When it (as well as the surrounding Sand Sharks) has been eliminated, drop down and clean up the leftovers.

That leaves a total of 19 Sharks and two Generators, which are all located in the sandy area across the final metal walkway. Equip the Pyrocitor and light it up. There still might be a few Sharks left in the sand after you have cleared the area. Do a second sweep to make sure you have gotten them all.



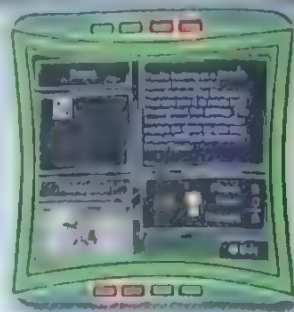
Skid rewards Ratchet with the brand new Gadgetron Hoverboard Z3000 – so new in fact that you can't even buy them yet. Skid then bails and says he'll catch the two later at the races in Blackwater City. Thanks bra!



HELP DESK

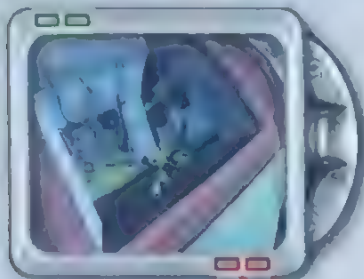
Gadgetron Z3000:

The Gadgetron Z3000 is a brand new Hoverboard that can be used to enter the Hoverboard races in Blackwater City on Planet Rllgan. The Hoverboard will automatically equip as soon as you step on to an Official Gadgetron Hover Track.

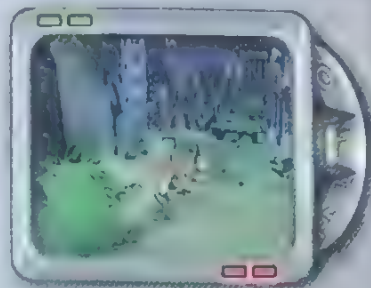


MISSION 3

Use your Swing Shot



Skid's agent was separated from him when the ship went down — It wouldn't hurt to track him down as well. First, Ratchet & Clank are going to have to navigate through the large structure to the west. The fastest way there is to jump up and head through the remains of Skid's downed ship, then ride the mechanical digger platform back down to the area where Ratchet & Clank's ship is stationed. (1)

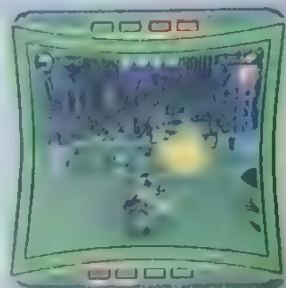


That strange-looking metallic contraption to the right is a Teleporter, although it is currently not in service. Ignore it for the moment (you can smash the Crates around it though) and hop across the quicksand to the area to the left of the ship. A few Sand Sharks come out of the sand to greet the two on the other side, as well as a new enemy — a Constructorbot. (2)

HELP DESK

The Constructorbot:

The Constructorbot is a fairly straightforward and simple robot. Built by Chairman Drek to build his defenses, they will stop their welding when Ratchet & Clank draw near, drop down from where they are working, and shoot a steady stream of molten heat in duo's direction with their flamethrowers. To eliminate Constructorbots and not sustain injury, just stay out of their weapon's range and use a longer range weapon, such as the Glove Bomb or Blaster.



It takes two Bombs from the Bomb Glove to completely eliminate a Constructorbot. Make sure to stay out of their flamethrowers' range, position the targeting reticule underneath one, throw a single Bomb, then follow up with another a second later.

Ratchet & Clank will encounter a series of Constructorbots and Sand Sharks along the path toward the large metallic structure. Remember to hop over the quicksand as you go and stay out of range of their flamethrowers. When the two reach the structure, head over to the elevator disc and ride it up to the platform above. (3)

As soon as they set foot on the structure, you are offered up two paths from which to choose. The left path will test Ratchet's Swing Shot abilities while the



right is lined with a series of Constructorbots that block the way to Skid's agent. Take the left path first.



At the first ledge, you will see the green Versa-Target just across the gap. If Ratchet falls down into the area below, don't sweat it. There are steps leading back up to the platform so you can try it again. Equip the Swing Shot and use it to grapple across to the next platform.


The next Versa-Target is a yellow one, allowing Ratchet & Clank to swing across the gap — not a problem. Follow the next platform around to the left where the two will encounter another green Versa-Target. Be careful not to land on the Explosive Crate on the other side.



The path of Versa-Targets lead around to the right and then to the left. The second of the two will drop Ratchet & Clank onto a moving conveyor belt. If you stay on it too long, they will drop down into the quicksand below. Quickly grapple onto the next green Versa-Target to safely land on the platform beyond.

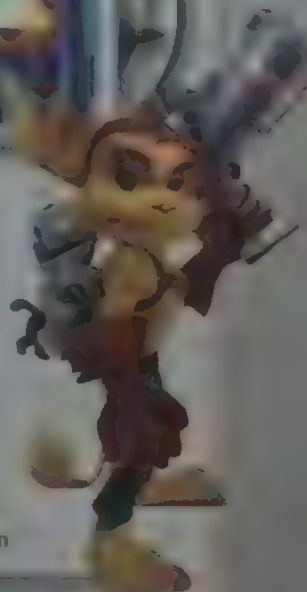
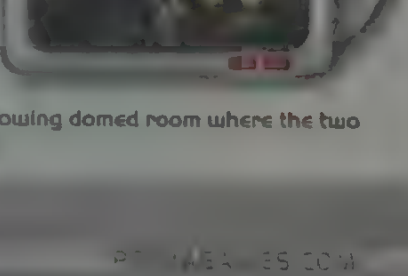
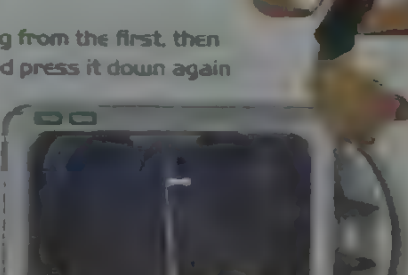
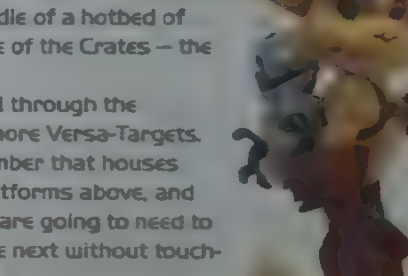
The next conveyor belt leads to a yellow Versa-Target. Shoot the Swing Shot from the safety of the platform to the right of the conveyor belt. Around the corner, you'll find a platform ahead littered with Explosive Crates with a green Versa-Target hovering over it. Before grappling over to the platform and landing in the middle of a hotbed of explosives, equip the Blaster and shoot one of the Crates — the rest will be set off by its blast.

Continue to follow the platform around and through the structure, using the Swing Shot on a few more Versa-Targets. Eventually they will reach a vast open chamber that houses an obstacle course of Swing Shots and platforms above, and a floor comprised of quicksand below. You are going to need to swing the two from one Versa-Target to the next without touching down in order to keep from falling.

Press and hold down the  button to swing from the first, then quickly release it at the top of the swing and press it down again to connect with the next Versa-Target. Ratchet & Clank should safely land on the small platform in the back of the chamber.


A green Versa-Target to their left will lift them up to the next platform and then a second to their right will get them even higher. A final set of two yellow Versa-Targets will allow Ratchet & Clank to swing out of the chamber and onto the platform beyond.

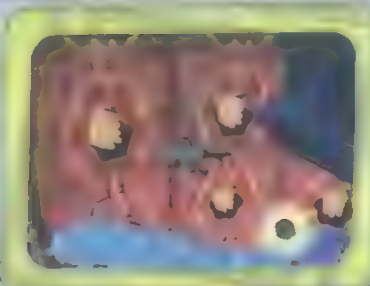
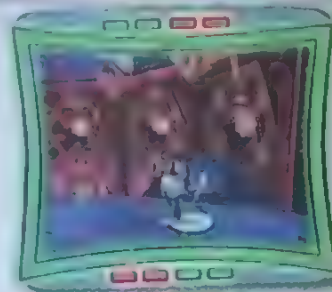
A catwalk leads out to the center of the following domed room where the two will find a new Gadget, the Trespasser.



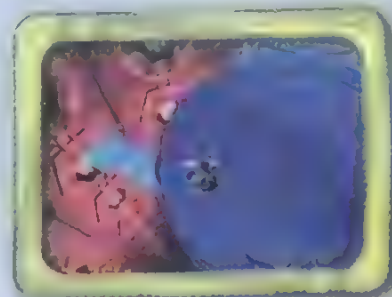
HELP DESK




The Trespasser

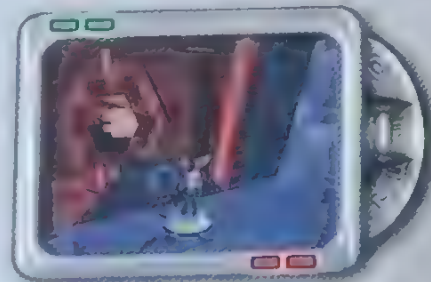
The Trespasser is the only gadget that can unlock special Invinco-Locks. When you come across an Invinco-Lock, equip the Trespasser, position Ratchet over the green activation pad and then press the  button to pull up the interface. The interface is comprised of a series of lasers that are mounted on each of the three rings of the Invinco-Lock. To manipulate the lasers, push the left analog stick up and down to select which ring is active, then push left and right to rotate the ring. You must aim the lasers at the receptors on the outside ring to turn them from red to green. Only when all of the red receptors are green will the Invinco-Lock unlock and open the door. Try these puzzles out for yourself, but if you need help, see the corresponding Invinco-Lock Puzzle box below.



Before attempting the Invinco-Lock at the end of the catwalk, take a moment to look above. See that green Versa-Target hovering above the two? That's there for good reason. Hidden just out of sight below is a precious Gold Bolt. If you manipulate the camera so it is directly over Ratchet & Clank, you should see a series of rotating platforms below. Take a leap of faith and jump off of the catwalk and use the Hell-Pack's Glide feature to safely land on the rotating platform. The Gold Bolt is waiting for them directly underneath.



To get back up, move Ratchet & Clank to the end of one of the extended platforms, then manually aim the Swing Shot (by pressing and holding down the **L1** or **L2** button to go into the first-person perspective) at the green Versa-Target.  The Invinco-Lock is just on the opposite side of the catwalk. Equip the Trespasser, position Ratchet on top of the green activation pad and press the  button. 





Remove the stack of Crates blocking the path beyond the Invinco-Locked door and ride the elevator disc to the floor. Ratchet & Clank are now back in the area where they originally started the Swing Shot path. **[7]** Collect the Bolts in the area and take the steps up to the platform. Head up the next set of steps and they will be back at the entrance to the structure. Now it's time to try the right path. **[10]**



Find Skid's Agent



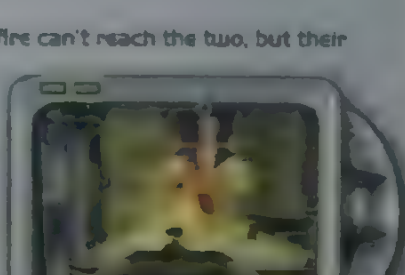
The right path takes Ratchet & Clank along a series of catwalks over the sticky quicksand. As soon as they embark, they will encounter the first of many Constructorbots. The best weapon to use against them is the Glove Bomb. Keep it equipped and remember it takes two to take out each enemy. The first two are easy, just make sure you stay far enough away so Ratchet & Clank are out of flamethrower range. **[11]**



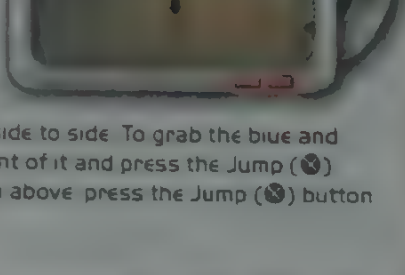
The third will drop down as you ride the first of many conveyor belts. Get ready to lob a Bomb and then start running backwards against the belt. **[12]** When you are far enough away and out of its range, quickly target and throw a second Bomb its way.



The next 'Bot is up on a higher platform. His fire can't reach the two, but their Bomb Glove can, lob one, wait for him to recover and then lob a second. **[13]** Hop up onto the platform he was on and then run against the next conveyor belt toward your next target. When you are close enough, lob one and then another at the flaming foe. Collect the Bolts and then ride the elevator disc down to the floor below. **[14]**



Ratchet & Clank will find themselves outside in an area enclosed by the steel structure. Just beyond the quicksand is another group of Sand Sharks and a Constructorbot. Equip the Pyrocitor and hop over to the other side. Stay far enough back so that you can deal with the Sand Sharks first using the Pyrocitor, then re-equip the Bomb Glove and take out the Constructorbot. **[15]**



These hand icons on the side of the platform indicate that there is a hand-hold along the ledge of the wall. Whenever you see these icons and/or the blue and white stripe, you will know Ratchet & Clank will be able to grab hold and then use them to either pull themselves up to the next elevation or shimmy from side to side. To grab the blue and white striped ledge, position Ratchet right in front of it and press the Jump (**[X]**) button. To use it to hoist them up to the platform above press the Jump (**[X]**) button a second time.





Use the hand-hold to get up onto the platform and then take a moment to look over the ledge and down to the other side. There are a few Constructorbots patrolling the area below, which is also filled with Explosive Crates. If you want to have some fun at their expense, you can use the Blaster to shoot at the nearest Explosive Crate and let it do the work for you. [1]

Use the hand-holds (or Boost Jump)

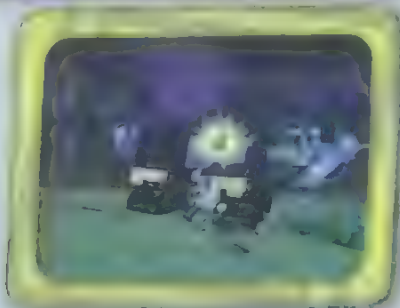
to get up to the next platform with the stack of large pipes, then take out the Sand Sharks nesting inside before exiting out the other end. Follow the platform around and it will come to a high wall displaying another set of hand-hold icons. Have Ratchet & Clank grab hold of it and, instead of using it to pull themselves up, press right on the left analog stick to make them shimmy to the right. [2]

The row of blue and white striped hand-holds serve as a makeshift ladder. Hop up onto the sandy area, then jump across the quicksand on the left hand side. Just off in the distance is a downed escape pod and Skid's Agent is pacing in front of it. Approach him to find out what he has to say. [3]

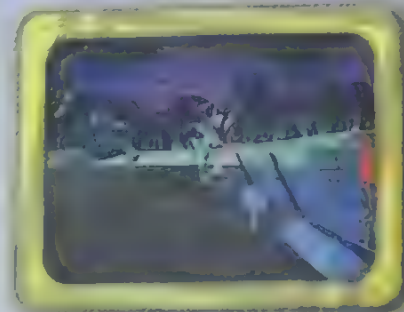


Skid's Agent is up in arms because he can't get a signal on his Gadgetron cell phone and his star client has gone missing. He's stranded on the planet and, for all intents and purposes, he's no longer representing Skid. Always looking to make money off others, he offers to sign Ratchet and make him the next Skid McMarx if Ratchet can bring back the prize from the Hoverboard races in Blackwater City. Before Clank can turn the offer down, Ratchet readily accepts.

Gold Bolt



Before returning to the ship, grab the Gold Bolt in the area. Head back to the sandy section where Ratchet & Clank first climbed up. If you follow the ledge (a small section of it is fenced with red lights on it) on the right, you'll see a small platform in the right corner. This platform is within reach of the Stretch Jump, but it is surrounded by quicksand. Get a running start and Stretch Jump over the quicksand toward the small platform in the corner. If you hit the quicksand, quickly press the Jump (X) button and aim toward the platform. From the platform, execute a second Stretch Jump back onto sandy ground. The Gold Bolt is to the left toward the small dumptruck.



Head back to the platform and then back over to the sandy area. The teleporter by the Agent will transport Ratchet & Clank back down to their ship. [4]
Board the ship and prepare to depart for the Logging Site on Planet Eudora. [5]
Since the final mission requires an item that Ratchet & Clank don't have, they won't be able to complete it until they've won the race at Blackwater City. Turn to page 32.

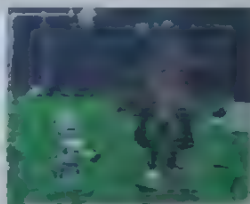
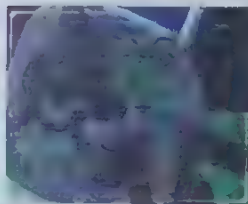
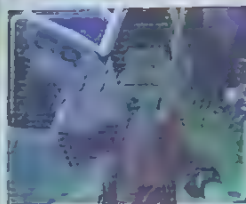
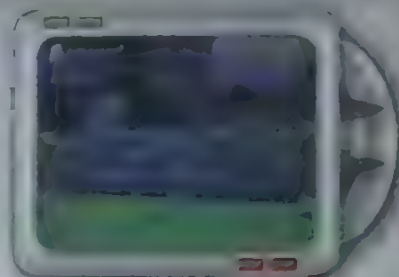


Returning from Planet Rilgar, Page 56



Bring Prize To Agent

Now that Ratchet has won the Zoomerator for coming in first place at the Hoverboard races in Blackwater City, he has proof that he is worthy of the Agent's representation. Head back to the Agent on Planet Aridia (use the teleporter to transport Ratchet & Clank right to him) and show him the prize. [G] After he gives Ratchet & Clank their new gadget, return to the ship and set the coordinates for Planet Umbris. Turn to page 57

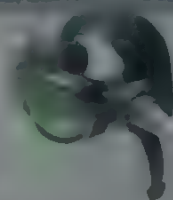


The Agent is impressed and digs out a reward for your awe-inspiring deeds – the Sonic Summoner. He then decides to take off, giving Ratchet the old "I'll have my people call your people" line. It looks like Ratchet's rise to fame and fortune is over before it even started.

HELP DESK

The Sonic Summoner

The Sonic Summoner is a helmet that, when equipped, can be used to summon Sand Mice. Sand Mice are a mysterious and highly intelligent species that can be found in Mouse Houses throughout the universe. When Ratchet & Clank stumble on a Mouse House, a Sand Mouse will emerge. If the Sand Mouse likes them, it will accompany them for a short period of time (approximately a minute), and offer high-caliber, tactical assistance. As soon as you find a Mouse House, equip the Sonic Summoner and then seek out the nearest enemies.



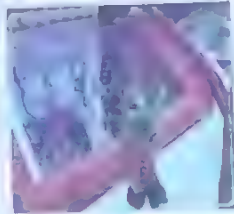
Returning from Planet Orxon, Page 82

GOLD BOLT



Now that you have the Magneboots, you will be able to find the final Gold Bolt, which is hidden inside the huge cannon battery next to the Agent's downed escape pod. Use the teleporter to transport to the area and then look up to find the large cannon. There are three metallic strips running from the ground up to the cannon. Walk over and onto any of the three and Ratchet's Magneboots will stick to 'em like glue. Follow the strip up to the cannon and then walk off onto the sand. Run around the cannon, collecting the Bolts from the crates along its perimeter, then head into its interior and grab the sparkling Gold Bolt waiting for the two inside. Head to Planet Batalla, page 70, to continue.





The information Ratchet & Clank were able to gather from the Infobot found on Metropolis has led them to Eudora, a lush, pristine planet that is currently being plundered by Drek's Incompetent army of robot goons. Meanwhile, Chairman Drek's diabolical plans are slowly coming together. Ratchet & Clank's main mission is to track down and confront Drek's Robot Lieutenant, but it wouldn't hurt to explore the landscape and see what else they can find as well.

LEVEL DATA

Missions:

- 1 Confront Robot Lieutenant
- 2 Explore the Mills

Items:

None

Gadgets:

None

Gold Bolts:

- 1 Located atop a high platform close to the Gadgetron Vendor.

Infobots:

- 1 Dropped by the Lieutenant at the completion of Mission 1: Confront Robot Lieutenant.

Enemies:

- 1 Axebots

- 2 Saubots

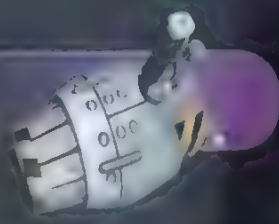
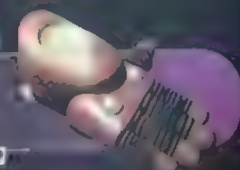
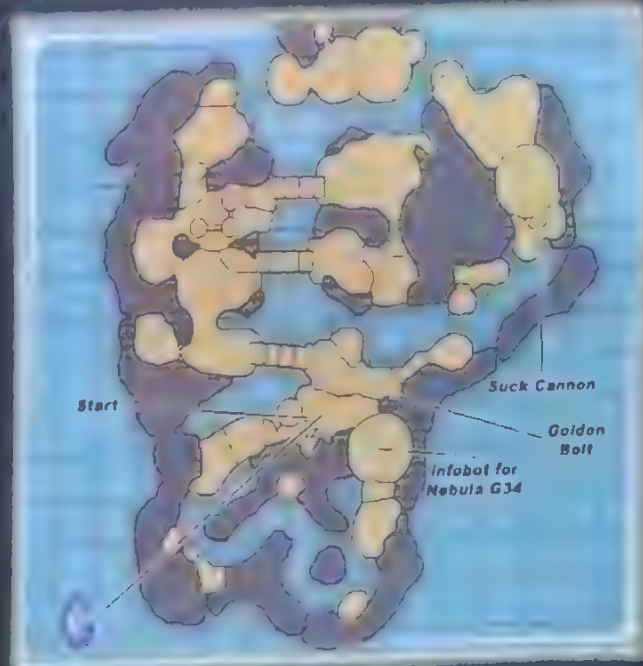
- 3 Blarg Troopers

- 4 Big Axebots

Weapons:

- 1 **Glove of Doom**
Cost: 7500 Bolts
Max Ammo: 10 DoomEggs
Ammo Cost: 40 Bolts per DoomEgg

- 2 **Suck Cannon**
Cost: Free
Max Ammo: 5 small enemies
Ammo Cost: Free



Confront Robot Lieutenant



Before heading off to find the Lieutenant, make a quick stop at the Gadgetron Vendor, who is on the right. The general area around the Vendor is in the process of being deforested by Drek's minions, but if you don't get too close, you won't have to deal with them just yet. The Vendor has a new item on the menu – the Glove of Doom. If you've been collecting all the Bolts that you come across, you should



have enough to purchase the new weapon. Make sure to also max out your ammo while you're here. Now that Ratchet is the proud owner of the Glove of Doom, why not try it out on Drek's Axebots, who are currently busy chopping down trees. Equip the weapon, then press the **○** button to toss a DoomEgg.

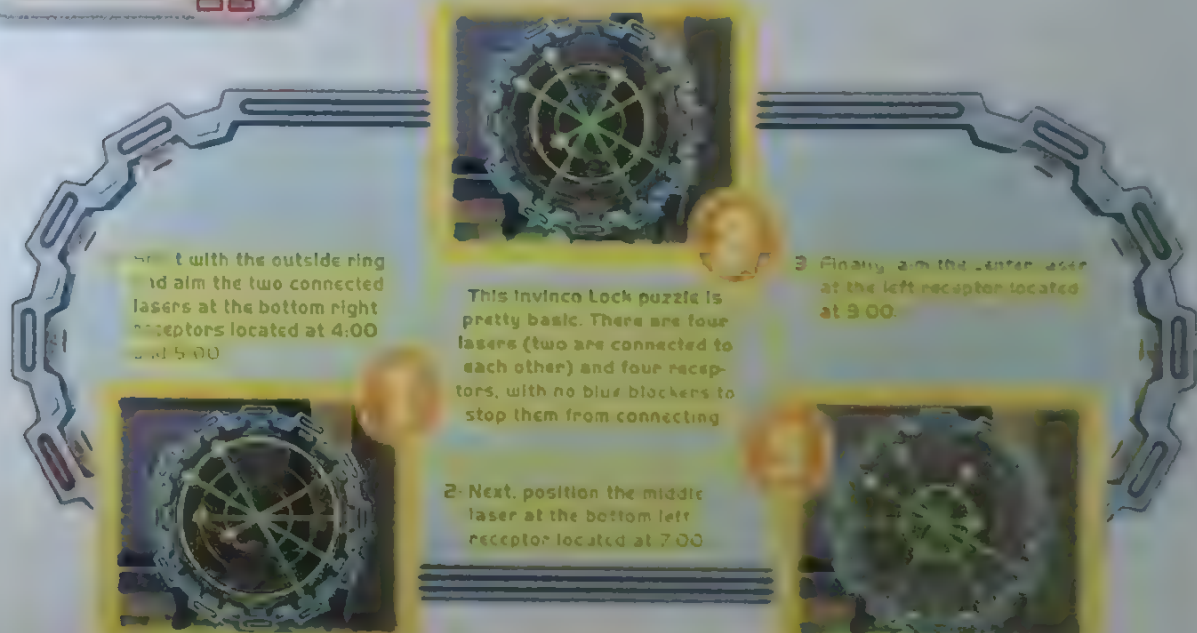
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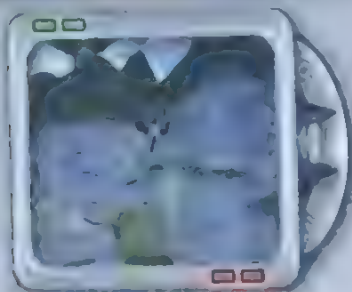
Agents of Doom

The targeting reticle that appears on the ground marks the general location where the Egg will land and hatch, but you don't have to have it directly underneath an enemy. The Agents of Doom that come out of the Egg will seek out and destroy any targets in their immediate vicinity. All you have to do is sit back and watch the action take place.



Before continuing, take a moment to clear out the general area of Crates and Bolts, including the few tucked away inside the small hole at the top of the grassy steps. Your first destination is the Invincible-Lock located to the left of Ratchet & Clank's ship. Equip the Trespasser, step on the activation pad and press the **○** button to bring up the interface.





The door unlocks and leads Ratchet & Clank through a small processing building and back outside. Execute a Stretch Jump and the Glide down to the platform across the canyon. [1] There is a rocky outcropping to the right that can be easily jumped over to. Make the jump, then use the Omni-Wrench on the Bolt Crank to lower down a few yellow Versa-Targets. [2]

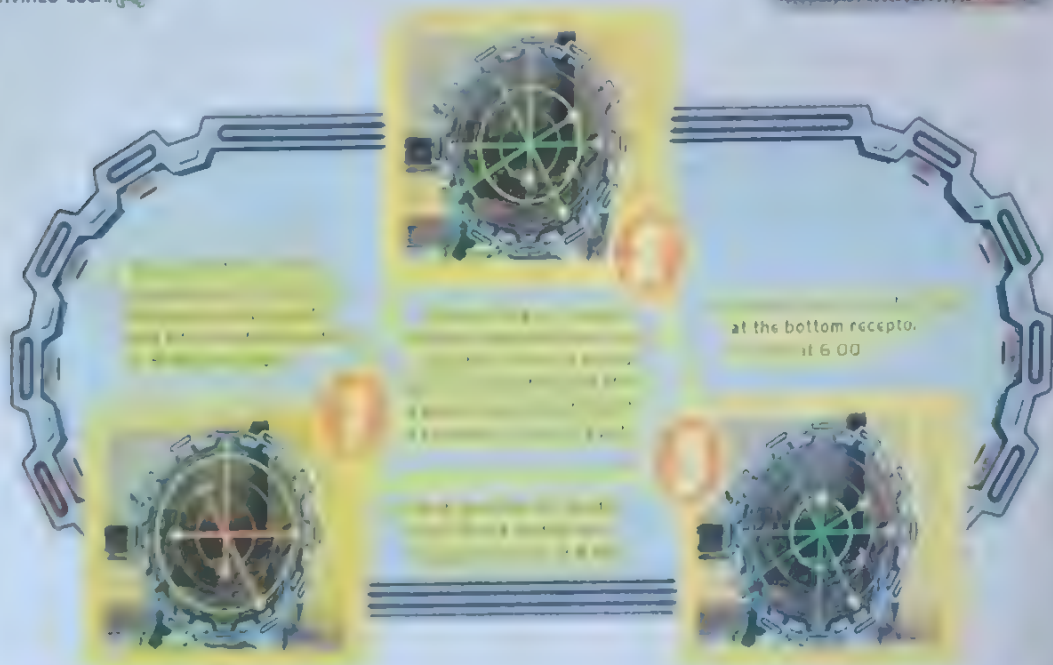
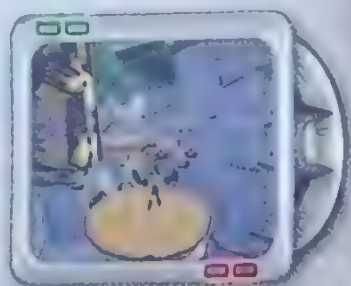
Use the Swing Shot to swing over to the next outcropping and then break out the Wrench on the Bolt Crank once again.



TIP If you mistakenly let go of a Versa Target too early and are not directly over your intended landing area, quickly press and hold the Jump (X) button and Glide toward it. Gliding in the air should give Ratchet & Clank enough time to safely reach their target.

The Bolt Crank activates a series of floating platforms that you must navigate across. When they get to the last platform, execute a Stretch Jump over to the next rocky outcropping.

This Bolt Crank lowers down a couple of green Versa-Targets. Equip the Swing Shot once again and aim for the one off in the distance. Dead ahead is another Invinco-Lock. [4]



The door opens and leads inside another processing structure. Collect the Bolts from the Crates and move into the next room where Ratchet & Clank will come face-to-face with Drek's newly appointed Lieutenant. [5]





The Lieutenant is confident until he sees Ratchet stalking behind Clank. He turns tail and runs, dropping an Infobot from its mechanical bowels. Clank thinks he scared him off. The Infobot plays an advertisement for BTS (Blarg Tactical Research Station). Ratchet wants to go get some cool gadgets, but Clank disagrees, wanting to continue the search for Captain Qwark. Eventually, Ratchet wins by convincing Clank that the scientists on BTS will know where Drek is.

Explore the Mills

MISSION 2



Head outside and Ratchet & Clank will find that they have come full circle. The next order of business is to explore the planet's Mills. Hop down to the grassy area and operate the Bolt Crank, which raises a bridge, allowing the duo to head across to the next area to the left. [1] Ratchet & Clank will encounter a new enemy on the other side of the bridge

— Sawbots. These small, saw blade-whirling robots will swarm the duo and try to cut them down to size. Break out the Wrench on one or two, but use a more serious weapon, such as the Pyrocitor or Blaster on larger groups.

Before taking the path down to the right, there is a Jump Slot behind the tall tree off to the left that will lead to a small grassy cul de sac. [2] Use the Wall Jump to get up there and then use the Wrench on the Bolt Crank to lower down a platform with a few crates and some Nanotech. [3]



Return back down and follow the path to the next area. Deal with the Sawbots down here and then equip the Blaster to take out the Axebot on the platform above. The next Bolt Crank raises a second bridge which leads to a new area.

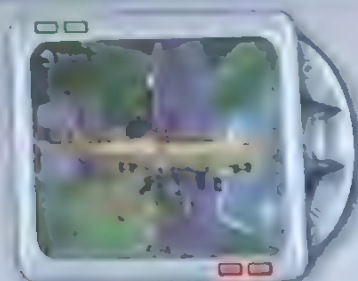
[4] Directly ahead, on the plateau above, are a couple of Blarg Troopers. These alien goons serve Drek and will shoot on sight. It's not recommended to try to get close to them, as they are quick on the draw and will continually adjust their position, or will attempt to give Ratchet & Clank a swift boot to the rear. Either equip the Blaster and target and shoot at them from a safe distance, or quickly hop up to the area they are in and toss a DoomEgg from the Glove of Doom and then retreat out of range. [5]



You can use the higher elevation of the tree trunk to target and shoot the Blarg Troopers with the Blaster while keeping out of shotgun range.

Equip the Glove of Doom and take the steps up to the next area. There is a large group of enemies up here. Jump up and toss two DoomEggs onto the ground and then jump back to the steps to watch the action take place. When the carnage is over, finish off any remaining enemies and then collect the Bolts. [6] The next bridge is already lowered, head across it and to the other side. Down below are a few busy Axebots — why not give them an explosive surprise and toss a few Bombs their way. Be extra careful in this area and the one beyond, there are a few Blarg Troopers stationed around who might surprise you if you're not paying attention.





Before heading into the area around to the left, use the Heli-Pack's Boost Jump feature to lift Ratchet & Clank up to the elevated platforms in the trees. There are a variety of Crates as well as some loose Bolts up here. (11)

Drop back down and use the Glove of Doom at the opening to the cul de sac to the left. The Agents of Doom hatch from the DoomEggs and will seek out their unsuspecting enemies — two Blarg Troopers. Use the Wrench on the Bolt Crank to lower

the platform on the ledge above, then use the Boost Jump to get up to the ledge and on to the platform. (12) The platform will raise up when Ratchet & Clank get on it, giving the two enough height to Stretch Jump and Glide down to the circular platform below. A new enemy, the Big Axebot, waits for them at the other end. These large, dim-witted robots are too cocky to attack from afar, and will stay their ground and taunt Ratchet & Clank to get in close. Equip the Blaster and let them have it from just a few feet away. (13)






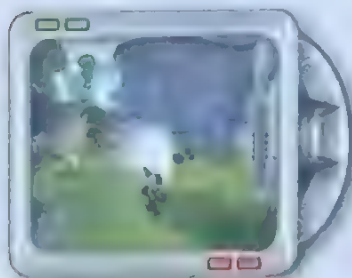
Deal with the two Sawbots in the next area and take the Jump Slot up to the plateau above to collect the Bolts inside the Crates. There is a doorway back below which leads inside a mill. Remove the Big Axebot from Ratchet & Clank's path and head on through. Use the Stretch Jump to get to the ledge across the gap and then hop up and toss a few Agents of Doom to take out the enemies in the next area. (14) Inside the next mill are two Big Axebots. Remember to stay back and use the Bomb Glove, Blaster or Glove of Doom to take them out.



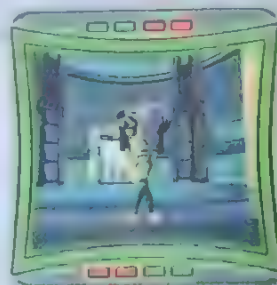
HELP DESK

The Suck Cannon


The Suck Cannon awaits Ratchet & Clank at the opposite end of the mill. This weapon can suck up small enemies and then spit them back out as explosive projectiles. To use it, press and hold the  button to suck up to five small enemies, then tap the  button a second time to shoot them out. You can also hold down the  button for rapid fire.



Move back outside and then Stretch Jump to the ledge down to the right, where you'll get the opportunity to try out the Suck Cannon on the Sawbot patrolling the area. (15) Keep the Suck Cannon equipped and use the Stretch Jump to leap across the gap to the grassy, Sawbot-infested ledge across the way. A few more Sawbots stand in the way between Ratchet & Clank and their ship. Eliminate them, but don't take off the planet just yet — there is a coveted Gold Bolt up on a grassy ledge up to the left.



CHALLENGES

Ratchet so he is on the corner of the ledge, then perform a Boost Jump and start pressing the left analog stick toward the platform. He will jump high enough to reach the platform's ledge. Release and then press and hold the Jump () button a second time and Glide the two over to the ledge.

Ratchet & Clank are ready to depart to their next destination — Blarg Station in the quadrant Nebula G34. Head back to the ship and take off.



The Infobot dropped by Drek's Lieutenant has brought the duo to the Blarg Space Station in the Nebula G34. The Infobot for this Station showed a lot of new hardware being created that might come in useful later on. Plus, the scientists might have information that might lead them to Drek.

Missions

- 1 Explore the Blarg Warship
- 2 Destroy the Warship
- 3 Explore the Space Station
- 4 Buy Grindboots
- 5 Journey Outside the Airlock

Items:

None.

Infobots:

- 1 Received after destroying the warship.

Gold Bolts:

- 1 Located inside a secret room along the higher level in the cell room.
- 2 Located outside the space station along the bridge of the cargo ship during Clank's mission (only Ratchet can reach it after he finds the O2 Mask).

Enemies:

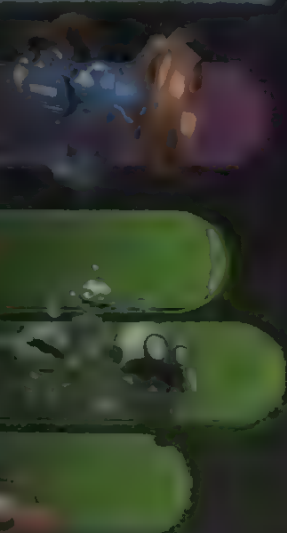
- 1 Blarg Space Commandos
- 2 Alien Snappers
- 3 Alien Swarms
- 4 Alien Queen

Weapons

- 1 Taunter
Cost: 2,500 Bolts
Max Ammo: Unlimited
Ammo Cost: Free

Gadgets

- 1 Grindboots
- 2 Gadge-Bots
- 3 Hydrodisplacer



MISSION 1

Explore the Blarg Warship



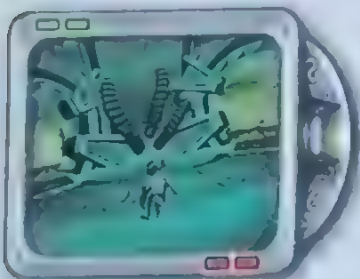
Visit the Gadgetron Vendor and check out his new weapon — the Taunter. While it doesn't have offensive capabilities, it can be used to lure enemies into hazards, such as Mines and forcefields, or simply to get them within range of your other weapons. (1)

There are three paths Ratchet & Clank can take. You should concentrate on the two on the right side first. The one on the left is blocked by a forcefield (which can be deactivated by destroying the neutron lock next to it). The one on the right leads to a shuttle equipped with an autopilot, which will take Ratchet & Clank to a decommissioned Blarg warship. Take the right tunnel first and press the **A** button to take the shuttle and board the warship. (2)

Just beyond the right door is a new enemy — a Blarg Space Commando. These unpleasant robots will shoot out an undulating wave of deadly energy obliterating everything in its path. The best defense against a Space Commando is to either target them from far away using a long range weapon (such as the Blaster or Glove of Doom), or to first use the Taunter to call them closer and then finish them off with another weapon. Use this first one as practice. (3)



The Taunter is a great weapon to use against the Space Commandos, as it will draw them in close enough for you to use a variety of other weapons on them. Make sure to quickly switch to another weapon once you've used the Taunter, as enemies will only linger for a moment or two before they decide to return to their original post.



After dealing with the Space Commando, you will find there are two doorways which lead down two separate tunnels. If you approach both of them, they will open up to reveal that they are both infested with Alien Swarms. (4)

These small, ugly creatures will gang up and swarm Ratchet & Clank, making the OmniWrench all but useless. The best weapon to pit against these nasty beasts

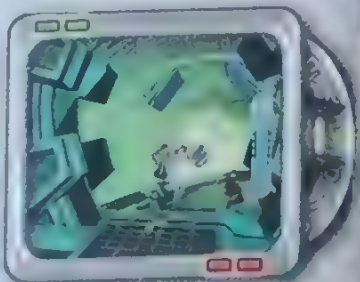
is the Suck Cannon, which can almost instantly vacuum up five of them and then spit them out just as fast. Pick either tunnel (they both lead to the same place) and suck 'em up. (5)

Try not to expel all of them before you get to the opposite end of the tunnel, and definitely DO NOT move past the opening into the next room. Just beyond the doorway, at the end of the next room, are two more Space Commandos. If you kept at least two of the Swarms inside the Suck Cannon's chamber, stay out of the Space Commandos' range and enter into the first-person perspective (by pressing

and holding down the **L1** or **L2** button) and target the two goons without suffering any damage. (6)



This next room is crawling with three Allen Snappers. These mean and nasty bugs have hard outer shells that will take multiple hits from any of your current weapons. The key to surviving an encounter with Snappers is to stay away, if at all possible, and use a long range weapon (like the Blaster or Glove of Doom) to eliminate them from a safe distance. Stay right where you are up on the deck and use the Blaster to target and shoot them to pieces. (7)



Destroy the Warship



When the coast is clear, walk up to the end of the bridge and take a gander at the big red shiny button. Why not press it to see what happens? (1) Unfortunately, pressing the button activates the warship's ASDF (Automated Self De-

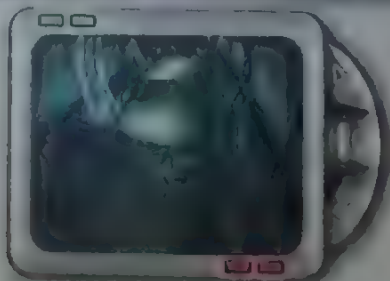
struct Feature), giving Ratchet & Clank a measly 45 seconds to make it back to the shuttle. To make matters worse, the path back is now infested with Alien Snappers. Every second counts. But, because of the enemies and obstacles in their path, running straight through is not an option. Quickly head back the way you came with the Blaster equipped. As soon as you get into first room, target and shoot the two Alien Snappers. (2) From here, you have two choices. The tunnel on the left is empty, but there are jets lined along the floor shooting toxic gas in every direction. One touch and Ratchet will lose precious Nanotech. (3) We suggest the right tunnel.

A pack of Alien Swarmers will drop down from a hatch in the ceiling. Use the Suck Cannon and keep moving. (4) Another Alien Snapper waits in the room beyond the tunnels, as well as a few more gas-spewing jets. If you were fast enough, the two should reach the safety of the shuttle with time to spare. When the shuttle docks, the Infobot that was tucked away inside the locked door is waiting for them. (5)

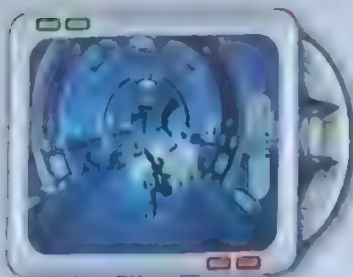
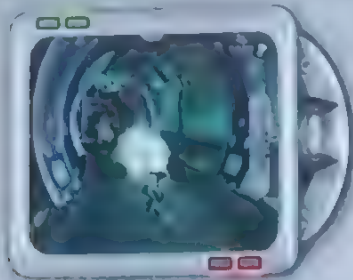


The Infobot broadcasts a live Special Report from Blackwater City. Roving reporter Daria Gratch relates the big news — Captain Qwark will be presenting the grand prize at the Hoverboard Races in Blackwater City. In a related story, the planet has become infested with grotesque mutant Amoeboid creatures which are creating quite a nuisance for the locals.

Explore the Space Station



Now that Ratchet & Clank are safely back on the Space Station, destroy the neutron lock next to the tunnel blocked by the forcefield with the Wrench. There are a few gas-spewing jets lining the tunnel walls, making navigation trickier than normal. The first one cycles on and off. Wait for it to shut down and quickly hurry past it. The second rotates from side to side with a constant stream, but its reach doesn't go all the way to the opposite wall. Just move Ratchet along the tunnel wall's edge and he will safely pass by it. (1) The next tunnel has what looks like a lone Alien Swarmer crawling across the ceiling. It bolts when you enter and runs toward the back of the tunnel. Don't



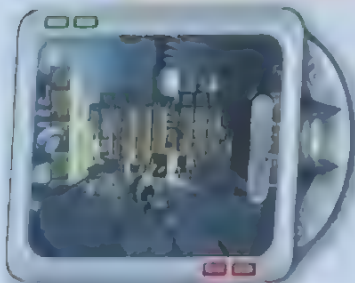
be fooled by this trap. At the end of the tunnel, a hatch will release a horde of Swarms. Have the Suck Cannon equipped and at the ready. A second set will appear as Ratchet & Clank reach the tunnel's end. There is a Blarg Space Commando in the room beyond the tunnel. If the Suck Cannon has at least one enemy, you can safely shoot it at your foe. If not, use the Taunter. (F)

Another Blarg Space Commando is beyond the forcefield. Break open the two locks and don't disappoint him. Use the Taunter to call him closer and then quickly select another weapon, such as the Blaster.

Be careful. Enemies can show up when you least expect it. Get close enough to those hatches on the roof of the tunnel and they will break open and spill out a pack of Alien Swarms. (E)



Before heading into the room to the right at the end of the tunnel, position Ratchet & Clank onto the activation pad, equip the Trespasser and press the (O) button to bring up the Invenco-Lock Interface.



The room beyond the Invenco-Lock reveals a Blarg's share of riches — Bolts, Crates and ammo — but it also has a few surprises. Three Alien Swarms bust out of the Crates in the middle of the room and launch a surprise attack. (4)



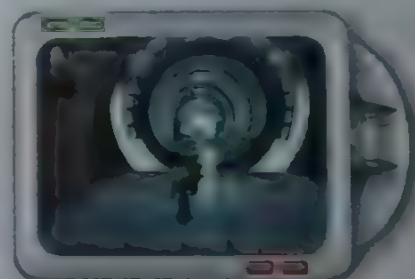
It starts to return, execute a double jump over it and land in between it and the second jet. As soon as Ratchet lands get ready to execute another double jump over the second jet. [G] Repeat for the third jet and they will safely reach the platform beyond. Collect the goods on the other end and head back the way you came.



Head into the domed room connected to the tunnel through the open doorway and get ready for some tricky maneuvering. There are quite a few gas jets along the catwalk just to make things interesting. The path to the right leads to a stack of Crates, but it also has three gas jets moving in opposite directions to impede any progress. The easiest way to jump over these jets is to jump closest to the jet where the stream is smaller and more concentrated. [G] Position the camera overhead using the right analog stick and wait for the first jet to move all the way to the opposite side. Just as it starts to return, execute a double jump over it and land in between it and the second jet. As soon as Ratchet lands get ready to execute another double jump over the second jet. [G] Repeat for the third jet and they will safely reach the platform beyond. Collect the goods on the other end and head back the way you came.



Follow the catwalk around to the series of raised platforms. Ratchet can double jump and grab the ledge without standing on it, giving you a better view of the gas jet in the process. Wait for the jet to temporarily cycle off and then quickly hoist him up and run past the jet before it cycles back on. [G] There are three jets on the next platform, but they cycle on and off at the same time. Grab the ledge as before and, as soon as they cycle off, jump up and make a dash for the final ledge.



A yellow Versa-Target is positioned at the ceiling of the silo. Equip the Swing Shot and swing over to the opposite ledge. A Blarg Space Commando will come running when you land, stay put and he will stop out of range. The Blaster or Glove of Doom will take him out. [G]

Another set of Alien Swarms emerge from some of the Crates at the tunnel's end. Be ready to deal with them before they make a meal out of Ratchet & Clank. The next room looks mighty suspicious. There are two cages along the right



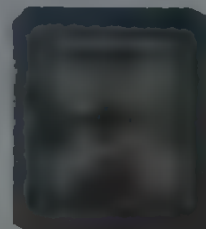
wall with sleeping Alien Snappers inside them. There are also two locks on either side of the cages. To be on the safe side, toss a DoomEgg and hatch a batch of Agents to give Ratchet a little protection before you do anything else. Next, destroy only one of the locks, which allows the Snapper to break free of its confines. Luckily, thanks to your forward thinking, the Agents of Doom take care of the Snapper before it can even get near Ratchet & Clank. Repeat the process with the second Snapper. [G]

Before continuing on, take a look at the set of stacked Crates on the opposite wall. The three Crates in the middle are Steel Crates and can't be broken by conventional means.

HELP DESK

Steel Crates:

These metallic Crates can't be broken open by most of Ratchet's conventional Gadgetron weaponry. It takes nothing short of an explosion to shatter their metallic armor to get to the Bolts inside. Most times, Steel Crates will be stacked or placed nearby an Explosive Crate, allowing it to do the work for you. But, if you come across one or many by themselves, a well-thrown Bomb from the Bomb Glove will do the trick.





The next tunnel is filled with Alien Swarms along the ceilings, walls and floors and leads into an underground corridor. There is a Blarg Space Commando stationed on the platform above. If you even attempt to jump Ratchet & Clank up to the ledge, he will shoot his weapon. The best strategy is to stand back a bit and use the Taunter to call him to the edge of the platform. As soon as he starts running, equip the Blaster, go into sniper mode and let him have it. (1)

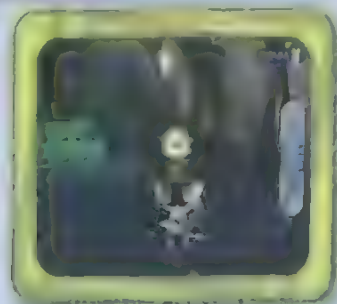


This next circular room is home to a horde of alien enemies, including a pack of Swarms and a few Snappers. Use the Suck Cannon from the edge of the room and vacuum up any Swarms that come at Ratchet & Clank. Now, armed with a few projectiles, aim the Suck Cannon in first-person mode (by holding down the L1 or L2 button) and shoot each Snapper twice from the safety of the doorway. (2)

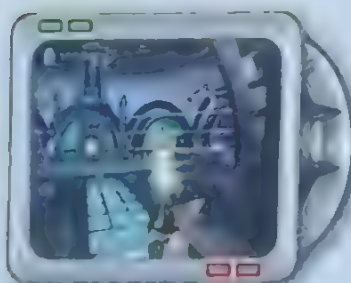
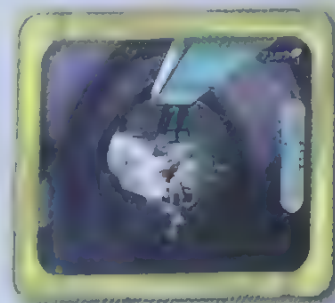
The room has a series of small cells lining its curved walls. Most are barred shut, but a few are open and hold Crates and Bolts. Start with the left side and collect the goods. (3)



GOLD BOLTS



The opposite side has a few more Crates along the bottom level and a secret room inside the middle cell on the higher level. Use the Boost Jump to get up to it and head inside with the Suck Cannon armed. Eliminate the pack of Alien Swarms inside the room and then collect the rewards, which include a large stack of Crates and a Gold Bolt.

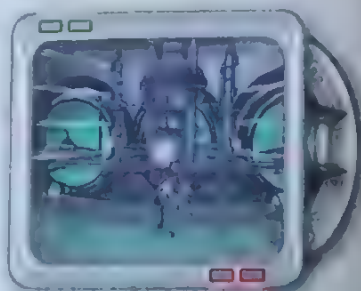


Break the two locks to deactivate the forcefield, then cautiously proceed into the next room. This room is the core of the Station and is quartered into sections separated by forcefields. Each of the four sections has a few enemies inhabiting that space, and you will need to take them out before moving on to the next. Use the Blaster and first target the Snappers on the first section. (4)

You can use the Wrench to clean up any leftover Swarms and then its Comet-Strike feature to break the lock in the center of the core. (5)

The forcefield on the left deactivates once the first lock has been destroyed. Repeat the process with the Blaster on the Snappers from the safety of the first section before hopping over to the next. Continue to use the Wrench to take out the locks and the Blaster to eliminate the enemies from afar until you have cleared the whole core.

Before heading through the doorway here, take a moment to return to the circular room with the cells and pay a visit to the Gadgetron Vendor. Stock up and max out all of your ammo before moving on through the door in the core, as Ratchet & Clank are about to confront a very large, mean and nasty creature -- the Alien Queen. (6)

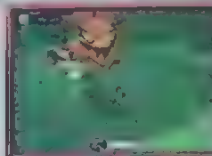


BOSS BATTLE: Alien Queen

As Ratchet & Clank head through the doors in the Station's core, they will enter the Alien Queen's lair. The large room is humid and glowing an iridescent green. Her nest is attached high above and as soon as the two head into the heart of the lair, she will pounce from above.

There are a couple of things you need to know going into the Boss Battle.

- 1 The large circular room has a variety of Crates along its walls, offering Nanotech, Bolts and Gadgetron ammo. It also has a searing hot pipe system along the perimeter that will cost Ratchet & Clank one Nanotech if they fall in.
- 2 The Alien Queen has multiple stages and attacks: As you whittle away at her health, she will resort to a variety of tactics. She will first attempt to charge, lashing out at them with her long neck and gnawing at them. When her health is down about a third of the way, she will send out a horde of Swarmers. When they are eliminated, she will return to attack once again with her teeth. Next she will send out a group of Snappers while retreating once again. She will then return a final time to finish the fight herself.



Wave One When the Alien Queen first attacks, quickly equip the Glove of Doom. It is the best weapon to start with, as the Alien Queen is consistently moving toward Ratchet & Clank in an attempt to get in close and slash at them with her teeth. If you can manage to toss out a couple of DoomEggs quickly, you can then concentrate on running away from her mouth, staying one step ahead of her attacks while the Agents of Doom do the work for you.

Wave Two When she retreats and sends out the Alien Swarmers, quickly equip the Suck Cannon or Pyrocitor and start sucking/firing away. Consistently move in tight circles while attacking, not letting the Swarmers get in too close to Ratchet & Clank. She will send out two waves of Swarmers before she re-enters the fray. You can use leftover enemies in the Suck Cannon against the Queen.



Wave Three Re-equip the Glove of Doom and repeat the process from Wave One. Stay one step ahead of the Queen and don't waste any DoomEggs unnecessarily. Two should do the trick. If you do get hurt, make a beeline for the Nanotech along the lair's walls (same goes if you run out of ammunition).

Wave Four This time she retreats and sends out a duo of Alien Snappers. Stay put and quickly equip the Blaster and go into its sniper mode. You should still have plenty of time to target each of the Snappers and shoot them to oblivion before they can get close enough to lunge at Ratchet & Clank.



Wave Five: The Alien Queen makes her final appearance. Re-equip the Glove of Doom for the finale and let her have it. Two DoomEggs later, she is down for the count, leaving Ratchet & Clank to collect the spoils.

When the Alien Queen is defeated, a door opens on the other side of the lair. The connecting tunnel leads to another room with a few Alien Swarmers hassling a small scientist. Since they don't seem to be too concerned with Ratchet & Clank, use the Wrench to whack 'em all with one swipe.



As soon as the Swarmers have been eliminated, the little guy comes down from his perch. He's a Gadget Engineer (not an Inventor) who creates revolutionary gadgets and devices for Chairman Drek. In fact, he shows off a pair of Grindboots and offers to sell them to the two for cost. Ratchet is infuriated for having to pay for them, what with saving his scrawny butt and all, but all the Engineer does is throw in the employee discount.

Buy Grindboots

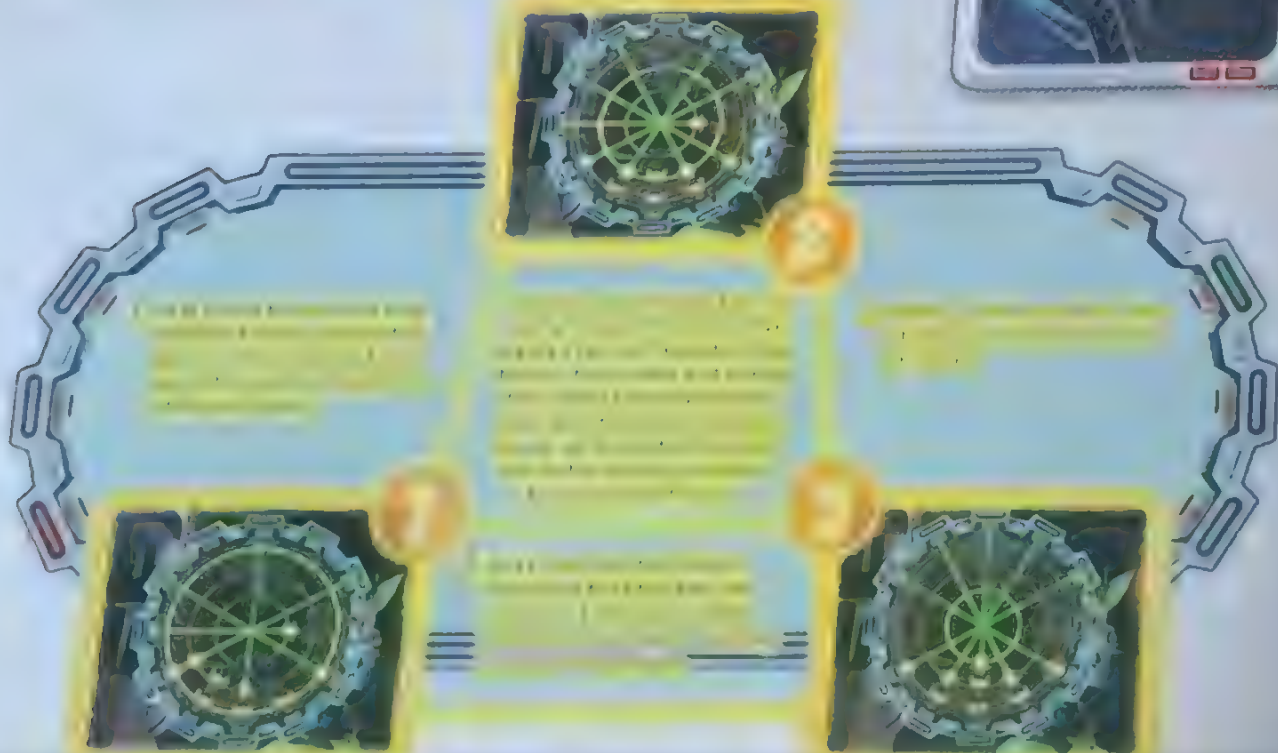


This mission is over as quickly as it begins. With the "employee discount", the Grindboots will set Ratchet & Clank back 2,000 Bolts. You should have more than enough to purchase them four times over. Approach him and press the **A** button to buy the Grindboots from the Extortion!, ahem, Engineer. **[1]** The Engineer tosses the 'Boots to Ratchet and makes a hasty escape off the Blarg Station, leaving Ratchet to ogle his latest Gadget. These Grindboots are a rare find indeed.



There is a test rail in the very same room where Ratchet & Clank purchased the Grindboots. If you jump onto the rail, the Grindboots will automatically equip and attach themselves to it, allowing Ratchet & Clank to slide across the rail at high speeds. Go for it! **[2]** There are a few Bolts strewn along the rail track, as well as a few hovering above it. Practice jumping up to grab the Bolts in the air (by pressing the **X** button to jump). **[3]**

The rail will eventually drop the two off back at the docking bay where their ship is waiting. This area also has the third door, sealed shut by an Invenco-Lock.



Journey Outside the Airlock

The Invinco-Lock opens the door which reveals an air lock. Since Ratchet needs oxygen to breath, he won't be able to venture outside the Space Station's walls (at least for the moment). Luckily, Clank doesn't breath at all, so he has the ability to set out and explore all by himself. Press the **[X]** button to separate the two and you will now be controlling Clank. **[11]**



HELP DESK

Controlling Clank



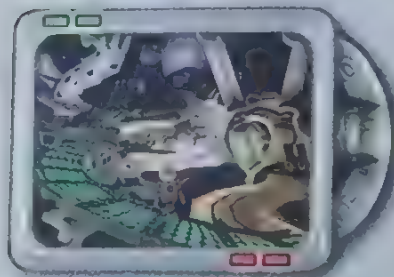
Being that Clank is much smaller, less agile and not very strong, he can only do so much. That doesn't mean he's totally helpless, he is The Man after all. Here is a quick reference guide to controlling Clank and executing his few moves:

Walking/Running Much like Ratchet, Clank can be moved around the environment by pressing the left analog stick in any direction. The lighter you press on the stick, the slower he will walk. Conversely, the harder you press on the stick, the faster he will run.

Jumping Pressing the Jump (**[Z]**) button will make Clank jump up in the air. With the exception of the Glide move, he can't perform any of the Heli-Pack's other jump functions. To Glide, press and hold the Jump (**[Z]**) button a second time after Clank is in the air.

Attacking Clank can use his metallic fists to punch only the smallest of creatures. To punch, press the Attack (**[C]**) button. To execute a string of successive punches, press the Attack (**[C]**) button multiple times.

First Person Mode Like Ratchet, Clank can look around in the first-person mode by pressing and holding down the **[L1]** or **[L2]** buttons in conjunction with the left or right analog sticks.



Move Clank onto the blinking orange-lit floor switch to lower the elevator room down to the Station's outside door. Once outside in space, jump Clank up onto the small platform and then move him along the small walkway. **[12]**

The walkway leads to a large cargo ship docked to the Space Station. Move Clank inside and punch out the Alien Swarmer before it can dent his exterior. **[13]**



Want to get the bounty of Bolts in the cockpit of the cargo ship? Don't break open the Crate against the opening. Use it as a step stool to jump up to the cockpit.

There are a series of stacked Steel Crates below that are piled too high for Clank to jump. Thankfully, Al's Heli-Pack upgrade will work without Ratchet to lend a hand. Take a leap off the cargo ship and then press and hold down the Jump (**[Z]**)

button to Glide to the top of the Crates. **[14]**

This cargo bay has a few Crates strewn around as well as some Alien Swarmer. Bash open the Crates to collect the Bolts and then bash the Swarmer as well.



Jump Clank up and over the opposite ladder on the right hand side of the bay and then follow the curving walkway to the next portion of the Space Station. You might have noticed a glowing Gold Bolt hovering near the front of the cargo ship. Clank won't be able to reach it, but Ratchet can. He'll be coming back here later. **[15]**

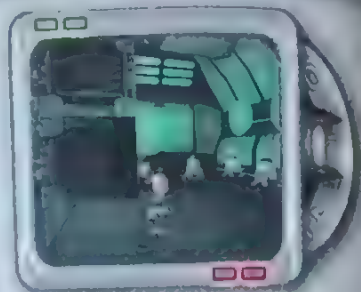




When Clank reaches the end of the walkway, he will have to jump up and grab the platform ledge, then shimmy over to the right until you can hoist him up onto a large battle cruiser. [1]


Head inside the cruiser and around the corner to the left to encounter what looks like a series of tiny robots encased in glass domes. [2] These little guys are actually Gadge-Bots that, when released from their

glass enclosures, can be enlisted by Clank to help him in his mission. Break the glass and set all four free



HELP DESK

Gadge-Bots:

As soon as a Gadge-Bot has been released from its enclosure, it can be controlled by Clank. Clank can command up to ten of these tiny robots simultaneously using his advanced CPU circuitry. Commanding a Gadge-Bot is as simple as pulling up a command menu and selecting from one of four color-coded commands: WAIT, FOLLOW, ATTACK and ENTER. To pull up the command menu, press and hold the  button. Once the command menu is open, use the left analog stick to choose from any of the four commands. The commands will only be active when a Gadge-Bot has been released from its enclosure and it is within eyesight of Clank.



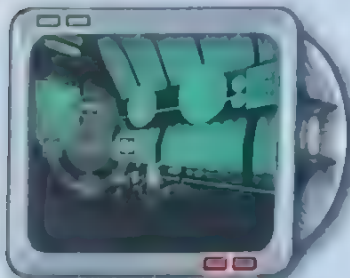
WAIT Selecting WAIT will order all and any Gadge-Bots within range to stop and hold their position. When they are waiting, the lights on their antennae will be yellow.

FOLLOW Selecting FOLLOW will order all and any Gadge-Bots within range to follow Clank. When they are following, the lights on their antennae will be green.

ATTACK Selecting ATTACK will order all and any Gadge-Bots within range to attack the nearest enemy. When they are attacking, the lights on their antennae will be red.

ENTER Selecting ENTER will order all and any Gadge-Bots within range to enter into a teleporter or Gadge-Bot receptacle. When they are entering, the lights on their antennae will be blue.

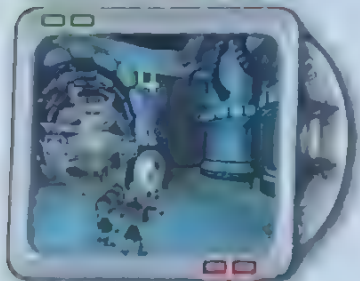
If a Gadge-Bot is destroyed, it will be respawned back in its glass enclosure where it originally came from.

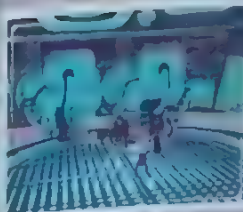


As soon as all four Gadge-Bots have been released, pull up the command menu and then choose the FOLLOW command. [3] The four Gadge-Bots will now follow Clank wherever he goes, which should be toward the round doorway that is currently occupied by an Alien Snapper.

Clank can't handle a Snapper by himself, but the Gadge-Bots are tough little robots. Pull up the command menu and order them to ATTACK. The tiny terrors will go into action and take out the Snapper without a second thought. [4]

When the carnage is over, head into the next room and move toward the small object with the number four over it. This is a Gadge-Bot receptacle and the number indicates how many Gadge-Bots need to be sent inside for the corresponding door or forcefield to deactivate. Order all four of the Gadge-Bots into the Gadge-Bot receptacle by commanding them to ENTER. [5] There is a shiny glowing object in the center of the next room. Jump up on the platform and grab it.

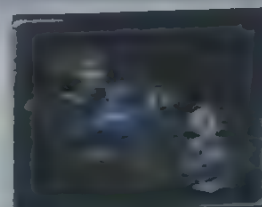
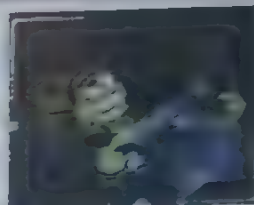




Clank takes the large object, stuffs it into his interior and giggles with delight (he doesn't get out very often). This also activates a bridge which leads back over to the Space Station. The object is actually a Gadgetron Hydrodisplacer, which can be used in conjunction with Insta-Faucets and Insta-Drains to drain and fill pools of water. This gadget will definitely come in handy later on.

Smash open the last remaining Crates and then take the bridge back to the airlock. It's time to show Ratchet what Clank has found.

Clank returns to Ratchet and shows him the Hydrodisplacer. Ratchet has no idea what it is, but he is happy to have it nonetheless.



HELP DESK

Quickselect:

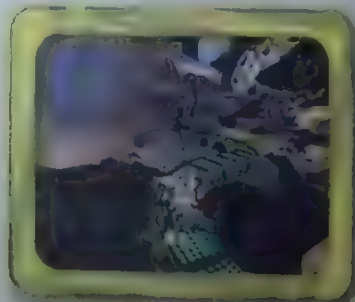
Now that Ratchet & Clank have over eight weapons and gadgets in their inventory, you can configure and tailor the QuickSelect menu to your liking. To access the QuickSelect configuration screen, pause the game by pressing the Select button, then highlight the QuickSelect option and press the **X** button. The screen is comprised of a variety of different display boxes, but the most important ones are the icon-filled two on the left, as well as the one on the right. The right box shows your current QuickSelect menu configuration. To place or swap a gadget or weapon, first highlight the one you want to remove by cycling through the gadgets and items using the **LI** and **RI** buttons. When the yellow highlight is over the icon you want to swap out, use the left analog stick or digital pad to select the new gadget or weapon you want to replace it with from the left boxes. As soon as it has been highlighted as well, press the **X** button and the two will be swapped.



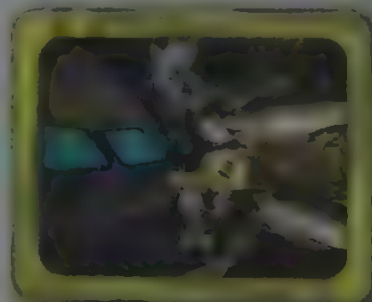
All of the missions on the Blarg Space Station have been completed for the time being. It's time for a little Hoverboard action in Blackwater City. Head over to the ship and set out for Planet Rllgar. Turn to page 48 to continue.

Returning from Planet Pokitaru, Page 94

GOLD BOLT



The Gold Bolt is resting on the edge of a ship outside the airlock. Head to the airlock doorway to the left of the ship and press the **A** button to go outside. The O2 Mask will automatically be equipped. Activate the elevator and then take the walkway toward the cargo ship — the Gold Bolt should still be shining off in the distance. Enter the cargo ship, take care of the Swarmer, then execute a Stretch Jump across to the ship's railing to the right. If you follow the catwalk around the outside edge of the cockpit, the Gold Bolt will come into view around the corner. Snag it, then head back to the ship and take off to Planet Orxon. Turn to page 83 to continue.



Blackwater City is a bustling hub of entertainment and activity. Recent reports of strange, aggressive Amoeboid creatures terrorizing the locals have put a damper on the Hoverboard competition, but that won't stop Ratchet from competing in the finals for the chance for fame and fortune. And, since Captain Qwark is rumored to be appearing live and in person, Clank can't argue with Ratchet's personal agenda.

Missions:

- 1 Win the Hoverboard Race
- 2 Locate Captain Qwark
- 3 Bribe the Bodyguard

Gadgets:

None

Gold Bolts:

- 1 In the left hand corner of the laser-maze
- 2 In secret cave inside the water-flooded hallway (need O2 Mask to acquire)

Infobots:

- 1 Receive from Captain Qwark after bribing his bodyguard

Enemies:

- 1 Sewer Shark
- 2 Extermibots

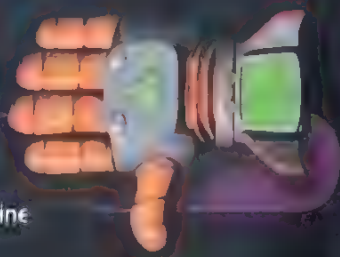
- 3 Extermitanks

- 4 Amoeboids



Weapons:

- 1 Mini Glove
Cost: 7500 Bolts
Max Ammo: 50 Mines
Ammo Cost: 5 Bolts per Mine



Items:

- 1 Zoomerboard
Win for coming in first at the Hoverboard races.



Win the Hoverboard Race

MISSION 4

Before setting out to become a Pro Hoverboarder, make a quick pit stop the the Gadgetron Vendor and pick up his newest weapon, the Mine Glove.

HELP DESK

The Mine Glove



The Mine Glove is the perfect weapon for setting traps for unsuspecting foes. To use the Mine Glove, toss up to eight on the ground near an enemy (by pressing the **○** button to throw one) and then let them do the rest. You can also use the Taunter with the Mine Glove to lure enemies into dropped Mines.



There are two possible paths to take, start with the right one. From the dock on the right drop down onto the floating raft, then execute a Boost Jump up to the ledge beyond. [1]



If you take a second to look out into the dark waters, you'll see some fins. These are Sewer Sharks and they are not friendly. If you do fall in, you will have a few short seconds to get to dry land before Ratchet & Clank become fish food.

DON'T step on the blinking orange floor switch just yet. The switch will open the gate which, in turn, will release an Extermibot Ratchet & Clank's way. Extermibots are the robotic equivalent of your friendly neighborhood pest control... except these guys are not at all friendly and the pests happen to include Ratchet & Clank. The large tanks strapped to their backs are filled with deadly Grade A Gadgetron Gas, and they will not hesitate to use it on the duo if they get too close. Their gas guns can only shoot out a very short range burst, so they will constantly try to get close and in range. Since these guys aren't the smartest circuits on the motherboard, they are easily led into traps. A few well-placed Mines in conjunction with the Taunter can wipe out a whole group in a matter of seconds. If you couldn't afford the Mine Glove, a few DoomEggs outside the door will work as well. [2]



HELP DESK

QuickSelect

If you haven't already, we recommend accessing your QuickSelect configuration screen and swapping out one of your other gadgets and weapons with the Mine Glove.



Toss a few Mines at the gated doorway so they land right in front of it (you can enter into the first-person perspective by pressing the **L1** or **L2** button for better precision). Now, just step on the floor switch and sit back and watch. The Extermibot will come running out of the room at Ratchet & Clank, but will be stopped short in his tracks when the Mines you dropped home in and blow him to pieces. [3]



will be dealing with. There's no need to waste extra mines on a few enemies and, conversely, you want to make sure you drop enough to eliminate them all.





There is also an Extermitank in the same room and its range is much longer. Extermitanks shoot out the same deadly gas, and it's not recommended to get in close to these armored machines. Use a long range weapon, such as the Blaster or Glove of Doom to do the work. [1]

On the other side, Ratchet & Clank will be faced with a large gap between them and the raft in the water. A Stretch Jump will do the trick, but be careful you don't steer them right into the Explosive Crate. Execute

another Stretch Jump to land safely back on solid ground.

It looks like there are a total of five Extermibots on the other side of the gate, as well as a gelatinous Amoeboid lurking behind them. Drop at least five to six Mines in front of the gate before stepping on the floor switch. [2]



The Amoeboid is another story altogether.

They multiply into smaller versions of themselves every time you attack one. If you get in close, they will surround and overpower Ratchet & Clank. Use a long to medium range weapon, such as the Blaster or Pyroclitor to break them down into manageable chunks. [3]

The floor switch outside will activate a bridge across to the enemy-filled platform. Activate it, then toss six or seven Mines onto the middle of the bridge. Equip the Taunter and use it to lure the Extermibots into the Mines. [4]

The next floor switch activates an elevator which carries Ratchet & Clank up to a floor above. Wipe out the Amoeboid with the Blaster first, then use the Mine Glove to set up traps in front of the two separate gates.

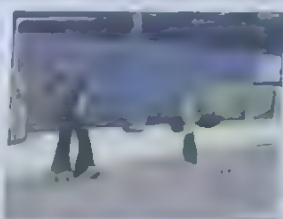
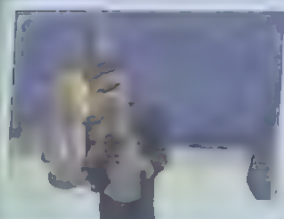
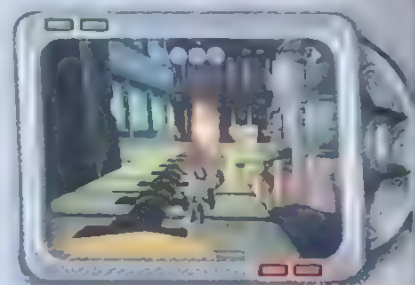
When the dust clears, collect the goods and then hop on the taxi to ride it Downtown. [5] Hop down and toss a helping of Mines in combination with the Taunter to return the favor.



Before tackling the Extermitank a little further up the street, take a moment to ride the manhole cover that is being thrown up in the air by a burst of steam. When it gets as high as it will go, use the Boost Jump to vault over to the platform above — you'll find some Crates and ammo up here. [6]

If you're low, stock up on ammunition at the Gadgetron Vendor, then use the Blaster to take out the Extermitank from a safe distance.

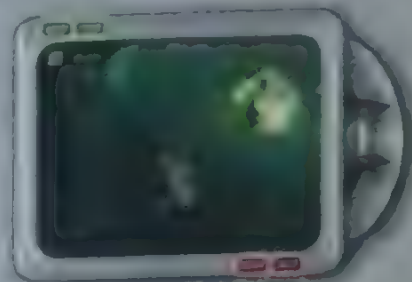
Ratchet & Clank have a few options. There is a floor switch which will release more Extermibots, another manhole cover to ride and a shifty-looking dude hanging out in the corner — see what he has to say first. [7]



This tough-looking character offers to trade his R.Y.N.O. for Clank. Ratchet mulls it over before letting Clank in on the joke, then asks what a R.Y.N.O. is (Rip You a New One). Clank informs him it's the most powerful missile launcher in the galaxy, and probably stolen at that. This doesn't go over well with the seller, who will let it go for a whopping 150,000 Bolts.



Since Ratchet & Clank have now ~~here~~ near the amount of Bolts required, leave the shifty seller behind and remember him for later on. Ride the manhole cover and execute a Stretch Jump at the top onto the platform to grab some Bolts. Next, toss a couple of Mines in front of the closed gate, release the two Extermibots inside, then ride the elevator up to the next level.



Ratchet & Clank find themselves in a mist-filled cavern. Follow the tunnel into the main circular area and run around its perimeter, collecting the Bolts and ammo inside the Crates. [1] Down below are three slimy Amoeboids. Four or five DoomEggs thrown down at intervals will save you the hassle of eliminating them yourself. You can also break out the Pyroclitor if you would rather get in close and personal. [2] If you want to get really tricky, hit the switch, get out of the pit and let the enemies go at each other

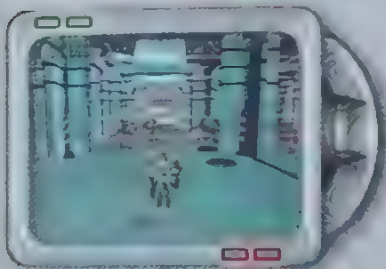


Do not step on the floor switch just yet. There are three gated areas along the perimeter that hold three Extermibots each. Use the Mine Glove and leave a few explosive presents in front of each gate before you step on the switch.



Remember, you can only use a total of eight Mines at one time, so there will most likely

be one Extermibot leftover after the dust settles. Be prepared with another weapon, such as the Blaster, to take him out.



When you emerge back outside, Ratchet & Clank will find themselves in the middle of an enemy-filled maze with laser beams blocking their progress in every direction. [4] There is a floor switch in each section that will deactivate a set of lasers, letting the two progress a step further each time. Step on the first to deactivate the lasers to the right. Before stepping on the next switch, toss a few Mines in front of the next set of lasers to the right. The switch frees the three Extermibots who get blown to smithereens. [5] The next floor switch gives way



to a Nanotech crate. The following switch deactivates the lasers to the section beyond it, which is home to two Amoeboids. The next floor switch deactivates the lasers to the left. The following two will lead Ratchet & Clank out and into the street.



Before moving on, take a few minutes to clear out the rest of the laser maze. The switch in front of the middle section of lasers will expose the two to an Extermibot. [6] The next switch opens the empty section beyond and the following opens the Extermibot-filled section beyond it. The next switch deactivates the lasers to the left — grab the Nanotech if you need it. The final switch leads the two back out to the street. While there, step on the switch in the far corner to deactivate the far right lasers. Make

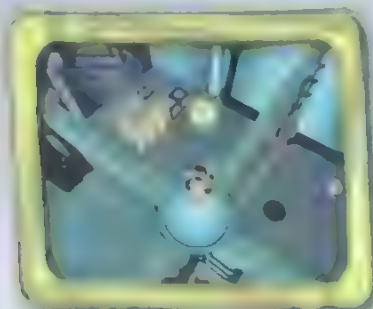


sure the Pyroclitor is equipped to deal with the Amoeboids. [7] The next switch deactivates the lasers beyond, and the final switch deactivates the lasers to the left, which leads the two to the street. The other switch here looks to be broken. You'll have to find another way to get the Gold Bolt.



GUIDE

It appears there is no feasible way for Ratchet & Clank to gain entrance into the laser-blocked section where the Gold Bolt is resting, but appearances can be deceiving. Head over to the manhole cover and equip the Blaster before taking a ride. As soon as Ratchet & Clank are hoisted upwards,



go into the Blaster's sniper mode and target and eliminate the Extermintank on the platform above. Stay on the manhole and ride it a second time facing the opposite direction. As soon as it has reached its apex, execute a Stretch Jump and Glide over to the small walkway created by the adjoining walls of the maze. If you move Ratchet & Clank very carefully, you should be able to lead them straight down the path to the end and then just drop down and collect the prize.



Use the pressure sensitive left analog stick to move Ratchet & Clank very slowly. The slower they walk, the less chance they have of falling off the small ledge. Take a moment every so often to stop and readjust the camera by pressing the **L1** or **L2** button.

Ride the manhole cover a last time and jump over to the platform at the top. Make sure to use the Blaster from a safe distance and eliminate the second Extermintank inside the building. Another elevator is waiting to whisk Ratchet & Clank up to Raceway Plaza in the Downtown area.

Before talking to the cutie in the middle of the Plaza, take a few seconds to clear out the perimeter and collect all of the Bolts you can find (1)

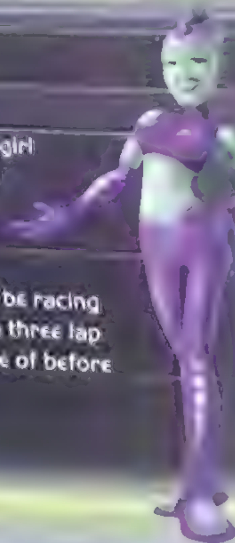


The hottie in the middle of the Plaza welcomes the duo to the Hovercon Intergalactic Hoverboard Competition. The reward for coming in first place is the Platinum Zoomerator, which will be presented to the winners live by Captain Qwark. Clank wonders aloud if the Zoomerator will be the proof Ratchet needs for the Agent back on planet Aridia.

THE HOVERBOARD RACE

When Ratchet mentions he's filling in for Skid McMarx, the girl seems a bit skeptical—you can prove her wrong. Press the **A** button to enter the Race and show her the stuff he's made of. (1)

As soon as you press the **A** button the race is on. You will be racing against a grid of five top competitors and will be running a three lap race. There are a few items of interest you should be aware of before going into the race.



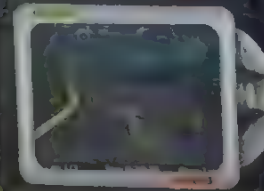
- Using the Z3000 Deluxe Hoverboard:** The Hoverboard will automatically be equipped once the race starts. Controlling Ratchet on the 'Board is fairly easy, although the competition will put up a good fight. To steer, press the left analog stick left or right. To jump, press the **○** button. While in the air, Ratchet can pull off a variety of tricks, by pressing combinations of the **△**, **□**, **×** and **○** buttons. You can also spin in the air during tricks by pressing the left analog stick any direction.
- Turbo:** There are a variety of Turbo Pads and Turbo Gates placed strategically throughout the course. To get a temporary turbo boost, you can ride over Turbo Pads (which are marked by three green arrows on the ground), jump through Turbo Gates (which are sparking blue circles hovering in the air), or ride through an Amoeboid. Turbo boosts generally last about three-to-four seconds, but it's possible to string multiple boosts together to extend them.
- Hazards:** There are also a few hazards placed along the track that will cost Ratchet precious seconds if encountered. These include no rails on the track and Explosive Crates. Steer clear of the Explosive Crates at all times and always keep away from the track edge.
- There are multiple paths and shortcuts you can take on the course which will help get you in first place. Look for the path with the least resistance and locate and memorize where the Turbo Boost opportunities are.

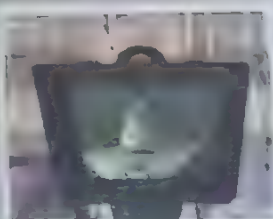
General Tips and Race Strategies:

- Don't bother going for the Crates filled with Bolts — you're here to race and win first place, not collect currency. After winning the race, you can race and collect Bolts as many times as you want.
- Stay ground-based as much as possible. The higher the jumps you do, the slower you will go. When you do jump (as from track-to-track), press the Jump (**○**) button lightly, so you don't overshoot the track.
- There is no reason to pull off tricks. Since you haven't acquired the Zoomerator, tricks will gain you nothing but respect — the risk is not worth the reward.
- Watch and follow the competition, as they will generally take the fastest path. Steer clear of the Explosive Crates at all costs, as even hitting one once will send you to the back of the pack.

The Best Way: Hit the first Turbo Pad and then steer right of the jump. [1] Continue steering right around the curve and hit the second Turbo Pad. Veer left and take the high path. [2] Jump at the height of the ramp, and then jump again to fly through the Turbo Gate. Veer right and take the ramp up to the higher path. [3] Press the jump button lightly to

get onto the path at the top of the jump and fly through the Turbo Gate. Move to the right and hit the Turbo Pad, then jump to the left and onto the next section of the upper track. Hit the Turbo Pad and then quickly tap the jump button. Veer right and press the jump button lightly twice to jump from track to track, through the Turbo Gate and down to the track below. [4] Press right as you come down and take the ramp on the right hand side of the track — two light taps of the jump button while steering to the left will keep Ratchet on the track and get him through the Turbo Gate. [5] Steer between the center and right stacks of Explosive Crates then hit the Turbo Pad just beyond them. Don't worry about hitting the Amoeboids — if you do, it's a bonus. Steer to the right around the curve and then position Ratchet in the middle of the track — another Turbo Pad is here. There is a second Turbo Pad to the right along the curve, hit it if you can and then steer to the left. Avoid the stacked Explosive Crates but still get on the ramp to the left if possible. [6] Hit the jump button (but not too hard) and soar through the Turbo Gate. As you come down, aim for the Turbo Pad on the right side of the track. [7] This completes a lap. Repeat the exact path two more times and Ratchet will own the T-15 Platinum Zoomerator.





After winning the race, a huge video screen shows Captain Qwark who "announces" the new Hoverboard champions and their prize — the sparkling new T 15 Platinum Zoomerator. This puppy delivers Gadgetron-patented lift, speed, and maneuverability. Never one to shy away from self-promotion, Qwark takes the opportunity to remind his fans of tonight's Qwarktastic episode, "Dogfight Over Death Canyon".

HELP DESK

The Zoomerator:

The Zoomerator is an attachment for the Gadgetron ZX3000 Deluxe Hoverboard which, through special quantum technology, converts tricks into turbo boost. Possessing the Zoomerator is crucial to winning some of the more difficult Hoverboard races held in the galaxy. And, it's just the item needed to convince Skid's Agent back on Planet Aridia just how good Ratchet really is. To use the Zoomerator, just enter a Hoverboard race and start pulling off some mad tricks. A

turbo meter in the upper-right hand corner of the screen will fill up with boost as you pull off tricks. Just press and hold the Turbo (Ⓑ) button to use the turbo you've stocked up.



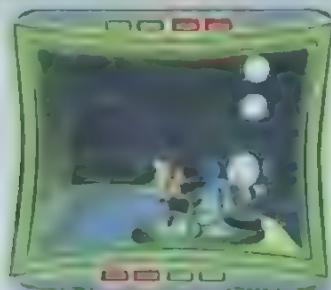
Before taking the taxi back to where Ratchet & Clank's ship is located, take a moment to make sure the gated area to the left of the cutie in the Plaza is open. Open the gate and eliminate the Extermibots inside the small hallway, then take the taxi back to the ship. [1]

Locate Captain Qwark

Now to find the good Captain. There is a second path down by the taxi stand. Stretch Jump over to the floating raft, then equip the Swing Shot and swing over to the next one. Use the Swing Shot one more time to get into the tunnel and then ride the elevator down to a huge underground, water-filled chamber. [2]

HELP DESK

The Hydrodisplacer:



This is the first chance you will have to use the Hydrodisplacer. Use the Quick Select menu to put it into one of your slots and then equip it. Once it's equipped, just step on the activation pad and press the Ⓑ button to suck all of the water out of the tank below from the Insta-Faucet and into the Hydrodisplacer's chamber. To empty the Hydrodisplacer's contents, just find an Insta-Drain and repeat the process. An Insta-Faucet also automatically becomes an Insta-Drain once it has been drained of all of its water.

Use the Hydrodisplacer at the Insta-Faucet and drain the water from the large tank. Jump into the shallow water below and wade through to the other side — there is a small platform Ratchet & Clank can Boost Jump up to in the left hand corner that will allow them to get on top of the chamber's middle divider.

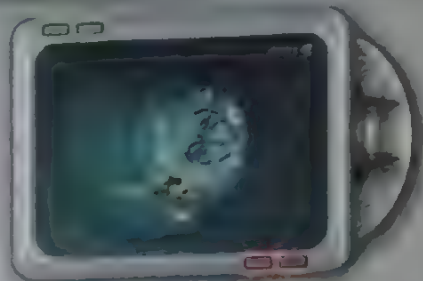
Step on the activation pad and use the Hydro-Drain to deposit the Hydrodisplacer's contents into the next tank, filling it to the brim. [3]





Swim across the water's surface to the yellow-ringed tunnel and hop out of the water and inside. The barred gates in the tunnel are no match for Ratchet's Wrench. One whack will shatter them to pieces. **[4]**

Use the Hydrodisplacer on the Insta-Faucet at the opposite end of the tunnel. This drains the next tank, allowing Ratchet & Clank to run into the tunnel below and break the barred gate, which would otherwise block their progress if it was full of water. **[5]**



Return to the Insta-Drain (use the ladder to get back up) and re-deposit the water back into the tank. Swim through the tunnel and then into the small tank on the other side. Since it is filled with water, the two will be able to hop out and onto the platform. Take a moment to grab all the Bolts around the perimeter, then take a ride down the slimy, slippery tunnel. **[6]**

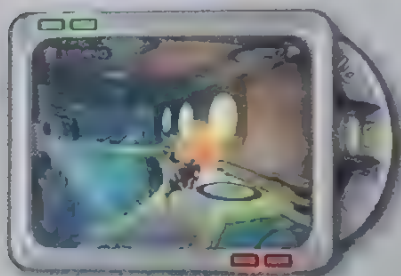
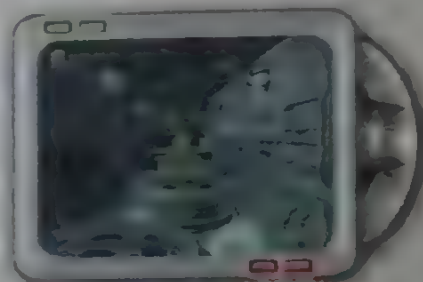
Get ready for a harrowing sequence. As soon as Ratchet & Clank step on the floor switch, water starts pouring into the underground waterway. The duo will have precious seconds to make it through a hazard-filled obstacle course before

the water fills the whole area, leaving Ratchet with no air to breathe.



TIP Equip a medium-range weapon, such as the Blaster or Pyrocitor before opening the doorway. Every second counts and you don't want to be wasting time equipping on the run or using the Wrench on any enemies during the dash.

Use the Stretch Jump and get ahead of the water. As long as Ratchet is on dry ground, he will be able to use the maneuver to keep one step ahead. As soon as the two are in the platform-filled tunnel, quickly jump up onto a platform and then use the Stretch Jump to get across them, skipping one at a time. **[7]**



Veer to the left and take the small ramp upwards. Jump up to the highest level and start running. You can use the Stretch Jump up here, but make sure you do only on straightaways. The platform curves and it's easy to miss-aim and fall into the water.

Use the Pyrocitor or Blaster on the small Amoeboids while running. The Wrench will slow Ratchet & Clank down, allowing the water to catch up with them.

When you get to the small platforms, perform a series of double jumps. Don't try and break out a Hell-Pack maneuver, it will end up costing you time or trouble. Stretch Jump up and down the ramp, and Ratchet & Clank will find themselves in the water. As soon as they hit it, press the **[9]** button to dive underneath and start swimming. As soon as you see the floor start ramping up, hold down the **[X]** button to ascend and jump out of the water and up the ladder.

Use the Pyrocitor or Blaster on the small Amoeboid and then Stretch Jump up the ramp. There is a platform across the way. Aim for it and then use the Stretch Jump to get over to it. **[8]** Use the Stretch Jump one more time to get across to the next platform and into the tunnel.

Dive underneath the surface and swim through the tunnel. Stay as close to the

surface as possible, as Ratchet's air supply will be dangerously low when he gets to the other end. As soon as the floor ramps up, ascend to the surface and breath in that sweet oxygen. Congratulations, you made it! **[9]**




Ride the elevator all the way to the top and Ratchet & Clank will be in a small courtyard just outside of Raceway Plaza. Collect the Bolts from the Crates, and take a moment to drop a few Mines in front of the gated doorway and let the last few Extermibots out of their cage. This opens the connecting corridor to the Raceway Plaza for easy access later on. Now it's time to pay a visit to the rather thick-looking brute with no neck in front of the trailer to see what's what.



The big dude is actually Captain Qwark's personal bodyguard. He tells the two the press conference is over and the Captain doesn't want to be bothered. Ratchet tries to convince him that they need to see the Captain regarding a matter of galactic importance, but the bodyguard ain't buying it. He thinks they're paparazzi. The only way they're getting in is to offer up a kickback — in advance!

Bribe the Bodyguard

This mission is super-simple. Just approach the bodyguard and give him what he wants — 4,000 Bolts. You should have more than enough Bolts to bribe your way in but, if you're short, re-enter the Hoverboard race to collect the required amount. Press the  button to give him the bribe and you're in!



The bodyguard allows the two through and Ratchet & Clank come face-to-chin with Captain Qwark. The Captain lays it on thick and reveals that he is aware of the awful plot being hatched to destroy the planets. Qwark gives them an Infobot, which displays a commercial for Captain Qwark's Secret Base. It's an obstacle course that will test the mettle of would be heroes. He convinces them to meet him at his headquarters on Planet Umbris.

Return to the ship via the taxi and, before taking off to Planet Umbris and Captain Qwark's HQ, head back to Planet Aridia to pay Skid's Agent a visit and show him the Zoomerator. (Return to planet Aridia, page 31 to continue)

Returning from Planet Orxon, Page 86

The final Gold Bolt on Rigel can only be retrieved once Ratchet has the O2 Mask in his Inventory. It's located at the end of a secret tunnel which is connected to the flooding waterway. Take the taxi to Raceway Plaza, then head through the connecting corridor and take the elevator down into the water-flooded tunnel. It's a long swim to get to the Bolt. Just dive underwater and follow the tunnel as it winds up, down and around, until you get to the long straightaway where you fried the Amoeboids earlier. When you get to this portion, dive down into the deep portion to the left (there is a walkway to the right) to find a tunnel opening. This long, rising tunnel will lead the duo up into a secret cave. Head through, and keep rising until Ratchet & Clank come to the surface. The shiny Gold Bolt will be waiting at the other end. (Turn to page 96.)





Upon arriving at planet Umbris, the duo are met by Qwark hovering overhead in a Helicopter. He welcomes the two to his challenge course, and begins his spiel about completing the course to become heroes and join him in the fight against evil. Ratchet tries to shout over the noise, asking if they haven't done enough already, but Qwark claims he can't hear him. After a few attempts at shouting, Ratchet gives up and decides to tackle the course.

Missions

- 1 Survive Qwark's Gauntlet
- 2 Destroy the Snagglebeast
- 3 Find a New Ship

Items:

None.

Weapons:

None.

Gadgets:

None.

Infobots:

- 1 Receive at level end after beating Snagglebeast boss.

Gold Bolts:

- 1 Inside Tripad room at the base of the bridge
- 2 In hidden room below the Shark Tank.

Enemies:

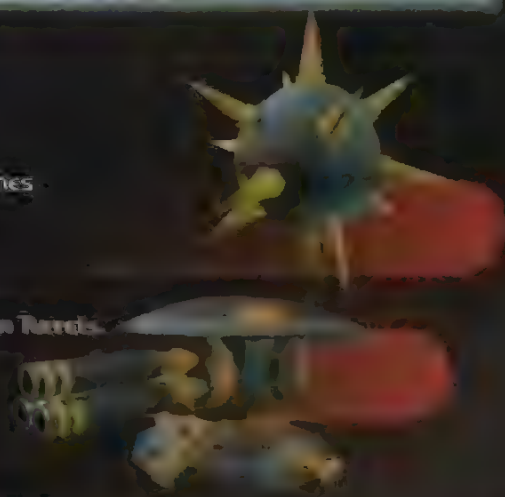
- 1 Bomb-o-Matics

- 2 Blargarian Snagglebeast



- 3 Homing Mines

- 4 Machinegun Turrets

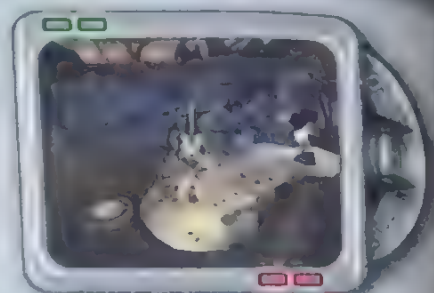


MISSION 1

Survive Qwark's Gauntlet

Ratchet & Clank are charged with getting through Qwark's deadly obstacle course. If they can make it through unscathed, he might just help them. The course is littered with hazards, pitfalls, obstacles and a few enemies, so it's not going to be easy. Pay a visit to the Gadgetron Vendor to stock up on ammo then prepare to move out.

The first challenge is to get down to the land mass below. There are a set of yellow Versa-Targets in the air above, which will only get the two so far. Break out the Swing Shot and, at the top of the second swing, let go and use the Heli-Pack's Glide feature to glide the two the rest of the way. **[1]**



The deadly contraption ahead is a Bomb-o-Matic. It will continuously spit out a never-ending supply of Bombs in a short range radius around it. Stay back and use a long range weapon, such as the Blaster, to eliminate it. **[2]**

Follow the path across the bridge and shoot out the second Bomb-o-Matic. Just beyond the Bomb-o-Matic are a few floating Homing Mines. These large hovering Mines will activate when Ratchet gets close, shooting out sharp protruding spikes and then zeroing in on his presence. The best bet is to stay back and use the Blaster or Pyrocitor on these exploding bombs, but the Wrench will do the trick on small groups of one or two. **[3]**

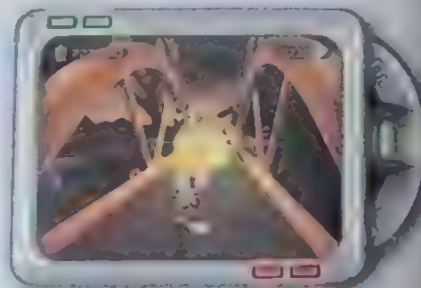


The next obstacle is a Machinegun Turret, which continuously spews out a stream of bullets in a back and forth pattern. These Turrets have unbelievably long range and can't be destroyed, but they can be shut down for approximately three seconds. The only long range weapon that is useful against them is the Glove of Doom. One DoomEgg will do the trick, as the Agents of Doom are impervious to the Turret's bullets and will home in on it from afar. They will also attack it one at a time, giving Ratchet & Clank plenty of time to run past it while it's down. **[4]**



If you're feeling confident, it is also fairly easy to jump over the stream of bullets every time they come Ratchet & Clank's way. Watch the pattern and execute a short hop over it every time it crosses their path.

Take the steps up and around the path, going slowly as you do so. A single floating Mine is hidden away around the corner and will surprise you if you're moving too fast. As the duo approach the next bridge, they will come across a train of floating Homing Mines. These Mines are moving at a quick pace in a circular pattern around the bridge. Use the



Blaster from a safe distance and pick them off as they come around or, if you're feeling particularly brave, get close enough to activate them and fire a continuous stream of molten heat from the Pyrocitor to melt them down as they home in on Ratchet & Clank. **[5]**

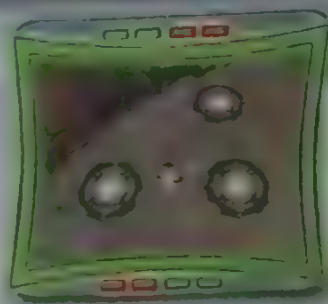
Two more Bomb-o-Matics are beyond the Homing Mines. Stay out of their blast radius and use the Blaster. Try and be conservative with your Blaster ammo, as you will need every single bullet before the course has been completed.

Be ready for two more floating Homing Mines at the top of the steps, and then break out the Blaster or Pyrocitor for another train.

HELP DESK

Tripads

These green-colored pads on the ground can be used to unlock doors and gain access into other locked areas. They are typically found in groups of three (although they can be spread out in a wide radius). Once stepped on, they will light up and start a count down process. To unlock the door to the next area, Ratchet & Clank must locate and step on all three in approximately 10 seconds before they deactivate. If you can't get to them all in time, they will shut down and you will have to start the process again. It doesn't matter which pad you step on first, as long as all three are found and activated in the allotted time.



The green Tripads on the ground are the key to unlocking the doorway beyond. Just step on all three to activate them and the door will open. You have a little over 10 seconds to touch them all. [S] Don't rush into the next area. There are four strategically placed Bomb-o-Matics on the other side. Move in just a little, then equip the Blaster and use its Sniper Mode to target and take out each of them. [7]



There is another set of Tripads in this area. These are a little more spread out, giving the two more of a challenge. Quickly run across them all and then cautiously head through the doorway that opens as a result.



The bridge beyond doesn't look very stable. The lighter colored pieces in the middle and on the end are loose and won't support Ratchet & Clank's combined weight. The darker sections will hold strong though, so Boost jump over the first two unstable pieces and land on the third darker piece. Stretch Jump over the final piece and land on the solid ground beyond. [E]

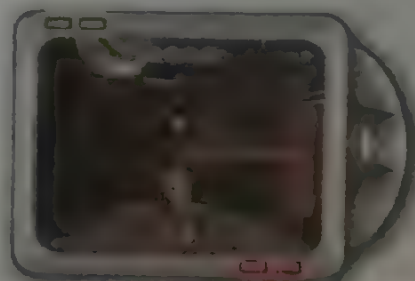
The next bridge presents the same challenge. Use the Heii-Pack's Boost Jump feature to jump over the first two sections then pull off a Stretch Jump to leap over the last two. Ratchet might end up a little short of the ground, but he will safely grab the ledge.

The barb-wired maze ahead offers up a new challenge. There is a Machinegun Turret at the opposite end shooting out a continuous stream of bullets through the maze, making navigation difficult. The best strategy to get through unharmed is to always keep the camera positioned at angle so you can see where the stream of bullets is heading. As soon as the bullets come Ratchet & Clank's way, perform a double jump over them to not get hit. [9]



The sides of the maze are out of the Turret's range, providing Ratchet & Clank a safe area to catch their breath. Use these safe havens to take a moment to re-orient yourself before moving on. Also, the goofy-looking Captain Quark heads on the sides of the buildings can be busted up for a few Bolts.

Follow the maze around as it zigzags back and forth, jumping over the stream of bullets each time it comes Ratchet & Clank's way. When they arrive at the opposite end, give the Turret a whack just because, and



then break out the Swing Shot and use it on the two green Versa-Targets to get to the bridge across the way. [0]



COLD BOLT



Before continuing down the course to the left, take a quick detour to the right. See that Tripad on the ledge to the right of the locked door? Use the Boost Jump and Glide to get over to it. Step on the Tripad and then follow the ledge around the corner to run over the second. The third is just a double jump away on the small platform beyond. Get all three in the allotted time, and the door back at the bridge will open. Inside the small building is a treasure trove of Crates and one very shiny Gold Bolt.



Continue along the course and into the next area. This wide open section is broken up by a series of dividing walls, and there are multiple of Machinegun Turrets shooting their bullets in a variety of locations. There are also three Tripads spread out along the path, making it difficult to find and trigger them all. Whack the first Turret to the right and then quickly follow the path to the left, grabbing all the Bolts from the Crates before moving on. (1) Make sure to watch for the streams of bullets and jump over them as soon as they come Ratchet & Clank's way. Around the corner are another Turret, some more Crates and an Tripad. Remember the Pad's location, jump over the stream of bullets and grab the Bolts. (2) Continue exploring the area and locate all three of the Tripads. Be extra cautious at the far corners of the area, as there are Homing Mines waiting to ambush the two. As soon as you have collected all of the Bolts in the area, hit all three of the Tripads and head through the now-opened door back by the bridge. (3)



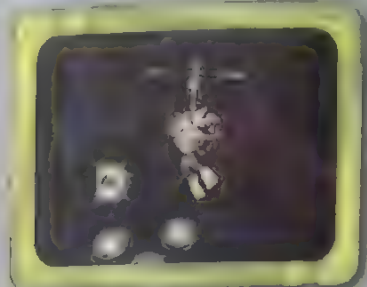
Take the steps up to the next area and use the Blaster or Pyrocitor on the two sets of Mine trains. Another three Tripads need to be triggered to open the doorway on the left — they are all within close proximity of each other making it an easy proposition. The doorway on the right is locked shut for the time being so leave it be and continue on. (4) Jump Ratchet & Clank up the long ladder. At the top, take a moment to swap out a little-used weapon, such as the Suck Cannon, for the Hydrodisplacer via the QuickSelect configuration screen. Grab the Bolts from the spread out Crates on

the other side of the large tank of water, then use the Hydrodisplacer on the Insta-Faucet to drain it of its contents. (5)

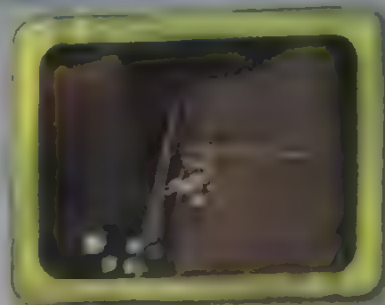
This will allow Ratchet & Clank to safely get through the connecting tunnel below and into the other side. The water is teeming with Sewer Sharks who become a lot less mobile and dangerous when they are on dry land. Any weapon will work on them once the water has been drained, although they can still get around and attack if they are in shallow water. Head through the tunnel and up the steps on the other side to continue on. (6)



GOLD BOLT OUT 5



Before continuing on, there is a well-hidden Gold Bolt that needs snagging. From Ratchet & Clank's vantage at the top of the steps, position the camera so it is looking over the railing. If you move it just right, you should be able to spot the Gold Bolt tucked away in a hidden room way down below. Just get it in your sights, hop over the railing and Glide down to it. Activate the Tripads to open the door to get out and retrace your steps to return to the top of the Shark tank.



Before emptying the Hydrodisplacer at the next Insta-Drain, hop down and take out the Sewer Sharks below. The large shells will also give up a few Bolts.

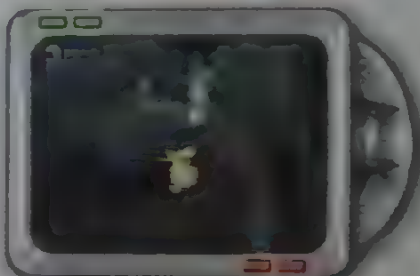
When it's safe, fill the pool and then swim across to the other side. [1]




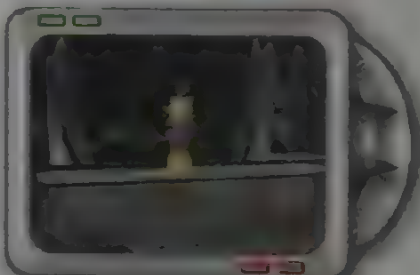
Drain the water from the next pool, then hop down and eliminate the Sharks. When the area has been cleared out, hop back up and re-fill it. Don't forget to grab the Bolts from the Crates on the other side before moving on. [2]



Hop into the pool and swim underneath and through to the other side. There is a series of yellow Versa-Targets along the tunnel ceiling that will get Ratchet & Clank over to the opposite end. Currently, the water level is too high for them to swing across, but the Hydrodisplacer can take care of business. [3]



As soon as the water has been drained, use the Swing Shot to swing across the two yellow Versa-Targets. As soon as you let go of the second Versa-Target, quickly press and hold the  button a third time to grapple onto the third and final green Versa-Target. [4]



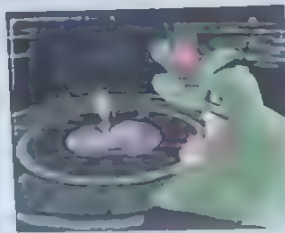
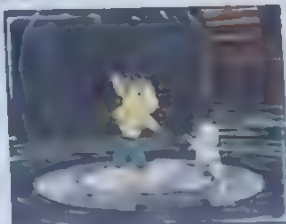
The next area is filled with Sewer Sharks. Since the water is shallow, they should be easy pickings. Use the Bomb Glove from above to even the odds, before hopping down and finishing off the job. [5]

As soon as the area below has been cleared, hop back up and use the Hydrodisplacer to empty its contents into the Insta-Drain. Ratchet & Clank can now swim and jump up onto the middle platform, where there are three Tripads. [6]

Step on them all to open the door cross the way, then return to the Insta-Faucet a second and final time to drain the water. The two can now use the steps at the other end to get up to the otherwise too high doorway — a Boost Jump will do the trick. [7] Follow the tunnel through to the other end, collecting Bolts and ammo as you go, and the duo will come face-to-face with Captain Qwark. [8]

MISSION 2

Destroy the Snagglebeast



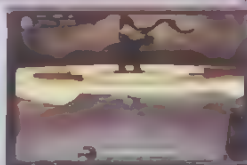
Ratchet & Clank approach Captain Qwark, but there's something odd going on. Qwark tells the two to step out onto the "Ring of Heroes" so they can get what they deserve. Ratchet is cautious and feels like there is something fishy about the whole thing, but Clank urges him to comply and pulls him onto the small platform. The two walk right into Qwark's trap and he drops them down into a pit. Ratchet is none to happy and Clank doesn't understand why. Qwark reveals that he is the official spokesman for Chairman Drek's new planet and wants the two out of the way before they spoil his comeback. Not wanting to get his hands dirty, he sets free a Blargian Snagglebeast to do the job for him.

BOSS BATTLE:

Snagglebeast

This huge monster can take out Ratchet & Clank in a matter of seconds if you're not careful. It has a variety of attacks it can and will unleash, making it difficult to target and hit, although it does have a pattern you can learn and take advantage of.

The Snagglebeast has four basic attacks; two long range and two close range.



One: The first long range attack is a wave of deadly energy that will obliterate anything in its path. It will send out three consecutive waves and then a final fourth before executing its second long range attack. The energy waves can easily be jumped over if you time it (jump early, and double jump over each wave as it approaches).

Two: The 'Beast's second long range attack is a laser beam shot from its eyes that will send a stream of molten heat along the path it cuts through the floor. The only way to not lose Nano-tech from this attack is to avoid it at all costs. You will have a short second to get away from the path before it ignites.



Three: The 'Beast's first close range attack consists of a series of fireballs shot from its fists. Don't get in close enough for the monster to shoot them at you and they won't be a problem.

Four: The 'Beast's second close range attack consists of a burst of foul breath that will send Ratchet & Clank into a dizzying spin, knocking all of their ammo out of their inventory and spreading it over the pit. There is no defense against this attack and, as soon as it happens, you will have to quickly try and re-collect your ammo while dodging its long range attacks.



Battle Snagglebeast

The only way to really eliminate this monster is to weaken its defenses and then lead it out onto one of the connecting bridges. The 'Beast's weight will cause the bridge to collapse, dumping it into the molten lava, seriously damaging it in the process.



One. Stand as far back as possible while still being able to target and shoot the SnaggleBeast with the Blaster. Try and stay in the third-person mode while shooting it, as you will be able to shoot and jump over its attacks.

Two. Keep shooting and jumping over the energy waves and avoiding its laser until you've chipped off one sixth of its health meter. You'll know when this has happened as it pulls up a shield around it.



Three. As soon as this happens, the Beast will charge at Ratchet & Clank, shooting out fireballs from its fists. This is your cue to start running in the opposite direction and head for any one of the connecting bridges. The beast will follow and cause the bridge to collapse, falling into the molten lava in the process.

Four. Try and stay off the destroyed bridge pieces and out of the lava. If Ratchet & Clank rest on a section for too long, it will sink into the lava, harming them in the process.



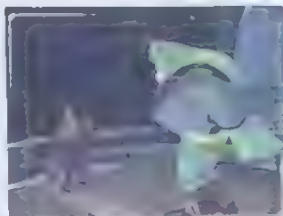
Five. You can use the temporary reprieve after the 'Beast falls into the lava to grab any ammo you can before it resumes its attacks, then make your way back into shooting range. Repeat the process of shooting it with the Blaster while jumping/avoiding its attacks and then leading it into the remaining bridges two more times, and it will go down for the count.

Find a New Ship

As soon as the Snagglebeast is eliminated, a door will open in the right hand corner. There is an Infobot waiting on the other side, grab it and check out its video.



Ratchet is fuming mad at Clank for leading him into a trap. The Infobot shows a Commando being pinned down by enemy fire on planet Batalia. He's calling for backup support. Ratchet is not concerned with helping out the Commando — he wants Qwark's head on a platter, but Clank insists they need to save the planet. He jumps into a new ship, but can't start it without Clank's Robotic Ignition System. Clank says he'll start it if he saves the Commando. The two come to a shaky agreement.



As Ratchet & Clank begrudgingly set out for Fort Krontos on planet Batalla, Qwark is summoned to Drek's ship. Qwark meets with the Chairman who wants to know if he got rid of the two. Qwark reveals they are still alive and Drek threatens to take away his high-paying job of Planetary Spokesman if he screws up one more time. Drek gives him one more chance to take care of business.

LEVEL DATA

Missions:

- 1 Talk to the Commando
- 2 Ride the Grind Rail
- 3 Buy Deserter's Infobot
- 4 Scout the Area
- 5 Meet the Commando at City
- 6 Explore the Walled City
- 7 Destroy the Bombers

Gold Bolts:

- 1 At the top of the building near ship. Use the Wall Jump to reach.
- 2 Around the grassy platforms across the bridge.

Infobots:

- 1 Acquired from Deserter at end of the rail slide for 2,000 Bolts.
- 2 Acquired from Commando for reaching the city entrance.

Enemies:

- 1 Scoutbot
- 2 Blarg Bombthrower
- 3 Bolt Thief
- 4 Bomber Tank
- 5 Blarg Paratrooper
- 6 Blarg Heavy Bomber
- 7 Blarg Minifighter



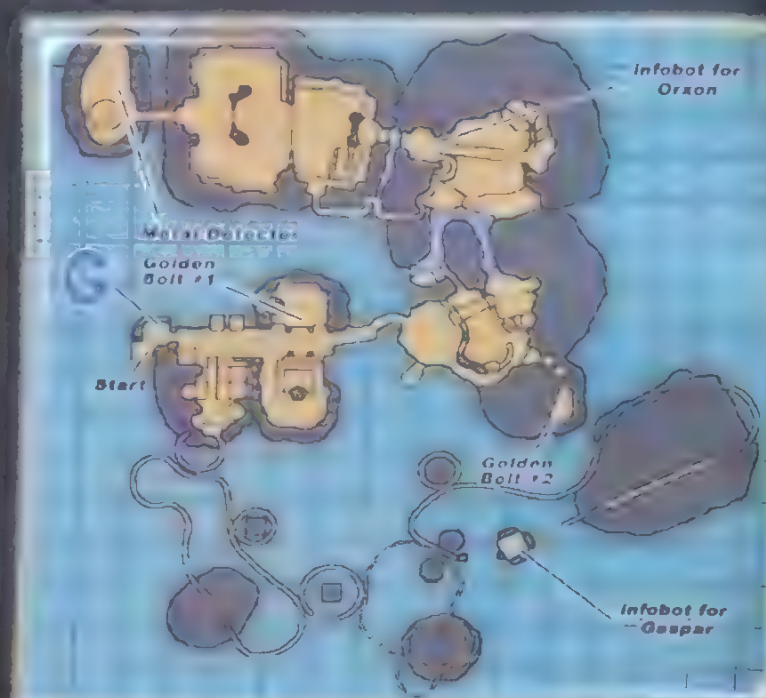
Weapons:

- 1 Devastator
Cost: 10,000 Bolts
Max Ammo: 20 Missiles
Ammo Cost: 50 Bolts per Missile

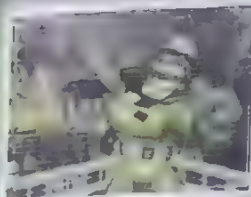


Gadgets:

- 1 Metal Detector



Talk to the Commando



As soon as Ratchet & Clank land at Fort Krontos on planet Batalia, they are met by the Commando from the Infobot. He orders them to attention, mistaking them for a couple of deserters. Before they can convince him otherwise, they are commanded to get to the turrets to shoot down the bombers invading the city. He takes off, telling them to meet him at the city entrance. Mission complete!



Scout the Area

There is a raging battle going on throughout Fort Krontos, but if Ratchet & Clank can break away from the mayhem, it would be a good idea to explore the quieter areas of the planet. As soon as the duo leave the landing pad they are assaulted by a swarm of Scoutbots. These flying robots will home in on Ratchet & Clank,

attacking with a short-range bolt of electricity. You will know they are about to unleash an attack when their eyes turn from green to red. The Wrench will work on a few, but break out a medium to long range weapon on a group. (1)



The Gadgetron Vendor has a new weapon for sale — The Devastator. You should just have enough Bolts to make the purchase. If you don't move on and come back when you do. (2)

HELP DESK

The Devastator

The Devastator is the perfect combination of long range effectiveness and economy. Less expensive than some of Gadgetron's other long range weapons, the Devastator can bring down flying enemies with ease. Equipped with a lock-on feature, the Devastator can target enemies from great distances.

To use the Devastator, hold down the **L1** or **L2** button to aim the weapon in the first-person mode. When you get an enemy in sights, the lock-on reticule will turn green. Press the **○** button to fire the weapon and the Devastator's missile will automatically seek moving targets.



Take the ramp to the right of the Vendor and collect the Bolts from inside the small buildings on either side. At the top of the ramp, Ratchet will get the opportunity to break in his Grindboots. (3)



MISSION 3

Ride the Grind Rail



Hop on the rail and take a spin. The first one runs in a small circle and drops Ratchet & Clank off where they started.

Jump back on and get ready for a second round. This time, press left on the left analog stick and hit the Jump (X) button to hop over to the parallel rail. (1)

This grind rail is much longer and will give the two quite a roller coaster ride. There are a few obstacles you will have to overcome to make it to the other end unharmed.

The first obstacle is the connecting ring, which you will have to jump Ratchet & Clank through. (2)

Be prepared to hit the jump (X) button again, a second after the connecting ring, as the track has a large gap in it. (3)

Two more connecting rings block their path as they come out of the small tunnel. Directly after the two rings is a Mine. Make sure you either hit the jump (X) button with plenty of time to spare to leap over it, or smash it with your Wrench. (4)

Stay on this grind rail and hop over the next connecting ring as it ramps upward. The rail will then loop around in a downward spiral and then start over.

Stay on the same rail and navigate the hazards a second time. As soon as you see the parallel rail (it is after the two consecutive connecting rings), press right on the left analog stick and jump over to it. (5)

A Mine will confront Ratchet & Clank right off the bat. Smack it, then immediately lean to the left and jump over to the next parallel rail. If you miss it, get ready to jump a gap and then try again. (6)

This next rail ramps upward and then spirals into a corkscrew around a mountain. There are a variety of Mines blocking the path. Whack 'em with the Wrench rather than jumping them. There is a set of three that requires a leap. (7)

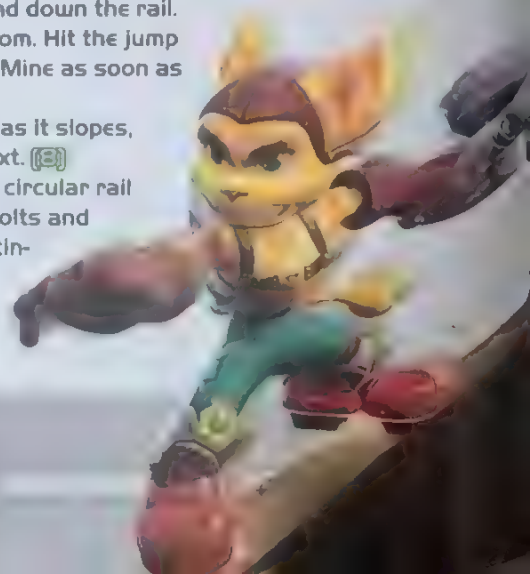
Continue to strike the Mines and grind down the rail. There is a small gap toward the bottom. Hit the jump button early as you will encounter a Mine as soon as the two land.

Ride the rail through the tunnel and, as it slopes, lean to the right and hop onto the next. (8)

As this one ascends, there is a small circular rail to the left. Jump over to collect the Bolts and

then jump back to continue. Four more Mines block the path as the rail continues upward. The rail is blocked up ahead, but there is a parallel rail to the left that you can jump on, pass the obstruction, then jump back. (9)

A couple more Mines and then a harrowing dive through a tunnel will drop the duo off at the end.



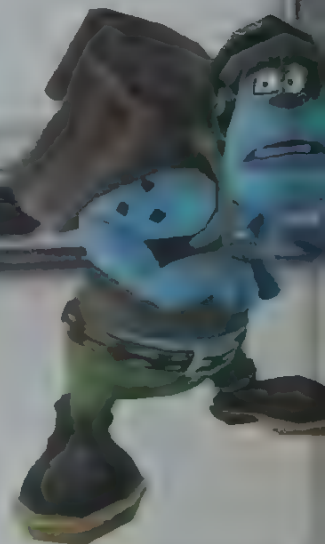


Ratchet & Clank land on a platform where one of the deserters is hiding. The cowardly Private tells them he never wanted to be in a war and signed up so he could go to college. What he really wants to do is get home to his family. He shows the two an Infobot which he pulled out of the wreckage of a busted robot. He's willing to trade it for bus fare.

Buy Deserter's Infobot



All you need to do to complete this mission is give the Deserter 2,000 Bolts for his Infobot. If you have the means, approach him and press the **△** button to do so now. If not, step on the teleporter pad and press the **△** button to return to the ship. Ratchet & Clank will now be able to instantly teleport back to him without riding the grind rails again. [01]



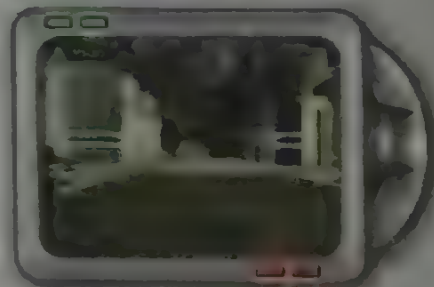
The Deserter thanks the two and wishes them good luck. The video from the Infobot reveals a communique from a scientist on the planet Gaspar who is about to commence a demonstration for their new Pilot Helmet. The Helmet will allow its wearer to pilot ships using only his thoughts, although, from the looks of it, there are still a few kinks to work out. Ratchet thinks it's cool and Clank feels that the scientists might know where Drek is. The two agree to disagree.

Meet the Commando at City



It's time to break out the Devastator and see what it can do. There are a few new enemies off in the distance. These Blarg Paratroopers are equipped with long range, automatic, rapid fire missile launchers. As soon as Ratchet & Clank get within their range (which is a pretty big distance), they will send a barrage of missiles their way. [02] Luckily, the Devastator's range is even longer, allowing you to target the Paratroopers from far away without them ever getting a bead on the two. Equip the Devastator and press and hold the **L1** or **L2** button to go into the first-person mode and target the goons. As soon as the lock-on reticule is green, press the **△** button to fire one off, then sit back. [03]

Before moving on, head around the back of the building on the right. Two new enemies are lurking in the grass here — Blarg Bombthrowers. These alien goons will pop out of the ground and toss a Bomb Ratchet & Clank's way before diving back underground for cover. The Bombs are time-delayed and fairly easy to avoid. Although, if Ratchet & Clank come into contact with one, it will explode immediately and cost them some Nanotech. Most of your weapons work against these thugs if you can catch them before they disappear. [04]



TIP

There is a Sand Mouse House back here. If you want a little high-caliber tactical assistance, equip the Sonic Summoner and invite it to the party.

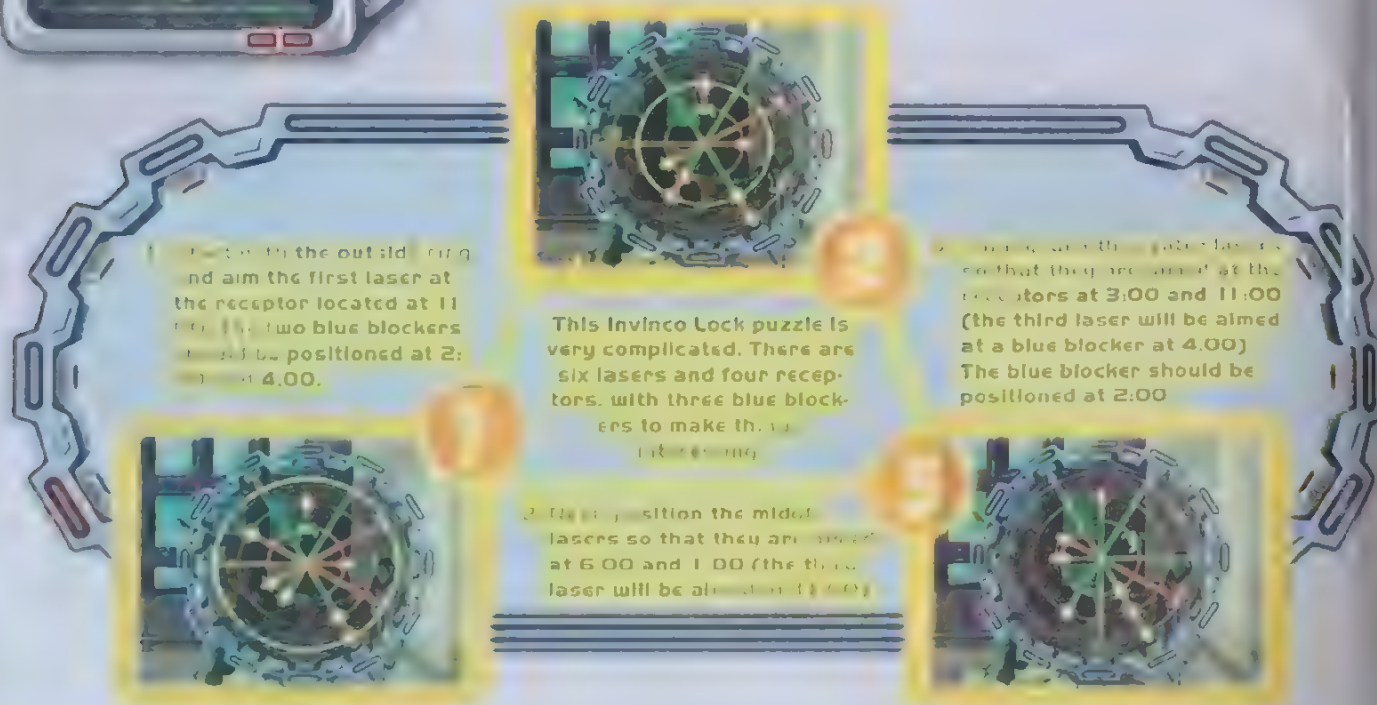


Back at the front of the building, jump up the ladder to get to the platform above. (1) There are a few Crates up here and you can use the Boost Jump to get all the way to the top of the roof. Up top, there is a Scoutbot Generator. Take it out to get rid of those pesky robots. (2)



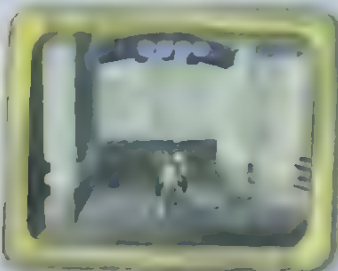
While you are up here, take a moment to look across the way. There's a Gold Bolt up on the roof of the opposite building. It's too far to jump across, even using the Hell-Pack upgrade. There must be another way to get it. (3)

Hop back down to the ground and head over to the opposite building. Before trying for the Gold Bolt, there is the matter of the Invenco-Lock. Step on the activation pad, equip the Trespasser and go to work.



GOAL REACHED

There is a stash of Bolts inside the building that should give you enough money to either buy the Devastator or return to the Deserter to pay him for the Infobot.



Now, for the Gold Bolt on the roof. Head back outside and stand in the doorway of the building. The distance between the two walls is just close enough to form a jump slot. Use the Wall Jump maneuver and hop from side to side until Ratchet & Clank reach the reward up top.



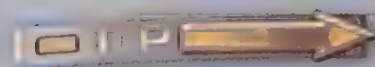


Hop back down and head over the bridge. As the duo approach the next platform, a Blarg Bomber shoots it to smithereens, leaving a twisted, precarious walkway in its wake. Take it slow and head across to the grassy area beyond. [E]



This area is home to a host of enemies, including a few Scoutbots, a Blarg Bomber and a Blarg Paratrooper down the path. Take them out, then break through

the stacked Crates to reveal a small hidden cave with more goods inside. Follow the path down and around to the grassy area below. You'll find a few more Scoutbots and Blarg Bombers occupying this space, as well as a Bolt Crank. Take out the goons and then operate the Crank, which connects a bridge up above. Before returning up the path and to the bridge, grab the Bolts and ammo from the Crates on the ledge on the right. [S]



Don't try to go up the fast-running stream. Its current is too strong and just might send Ratchet & Clank over the waterfall if you are careless.

Back up the path toward the bridge, the two will be confronted by a Bomber Tank. These heavy artillery machines shoot out a never-ending barrage of Bombs. Stay as far back as possible, as their range is pretty far, and target and shoot the top portion of the Tank first. Medium to long range weapons, such as the Blaster and Devastator work the best against these metal machines. [S] When it's safe, head across the bridge, grab the loot inside the small building, and then take the grassy steps on the right.



The mini-flying machine, otherwise known as a Bolt Thief, is tough to shoot down, but will reward you with some of its stolen Bolts if you can quickly target and take it out.



Use the Stretch Jump at the top of the steps to get to the platform across the way. You'll find a small ledge beyond with a bunch of stacked Crates. Get them out of the way, using the Wrench's Comet-Strike maneuver, then hop onto the platform and the one beyond. One last Stretch Jump to the platform around the corner will reward the two with the second of two Gold Bolts on Batalia.



Head back down the steps and, before jumping into the waterway, take a moment to equip the Devastator and lock-on to the Blarg Paratroopers who are waiting down at the bottom. You should be able to take out at least one.

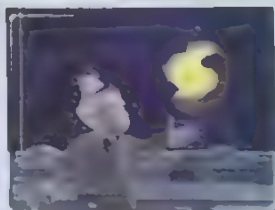
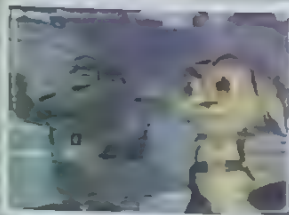
When you get to the bottom, be ready, as there will be more enemies waiting for Ratchet & Clank. Break out a medium range weapon, such as the Pyrocitor, Bomb Glove or Blaster, and quickly eliminate the other Paratrooper. [E]

Finish off the job by targeting the Bomber Tank and Blarg Bombers below from the safety of the higher ledge, then use the Wrench on the two Bolt Cranks to connect the bridge.

The grassy steps will lead Ratchet & Clank up to the bridge which, in turn, leads to the Commando who ordered you to meet when you arrived on the planet.

[E]





The Commando can't get the Bolt Crank across the way to budge. When he sees the two, he orders them to take the ventilation shaft over to the turret platform. He gives them an Infobot which shows a video of DreK addressing his fellow Blarg. All he needs now is the Ideal orbit. Clank tries to convince Ratchet that DreK must be stopped, but Ratchet has bigger fish to fry. The only way they are getting across is with Magneboots, which must be on another planet.

Since Ratchet does not possess the Magneboots, he won't be able to get to the compound. Hop up on the flat section of the ventilation shaft and ride the hover platform back to the ship. It's time to head for the Blarg Depot on planet Gaspar and grab that Pilot Helmet. (Turn to page 73 to continue)

Returning from Planet Aridia, Page 31

MISSION 6

Explore Walled City

Now that you have the Magneboots, it's time to take a little anti-gravity stroll. Take the hover platform back to the city entrance and then hop onto the ventilation shaft. The Magneboots will automatically equip and stick to the shaft's metallic surface, otherwise known as a Magne-Strip. (1)

Follow the shaft as it winds its way up, down and around, walking slowly as you go. One step off of the magnetic surface, and Ratchet & Clank will fall.

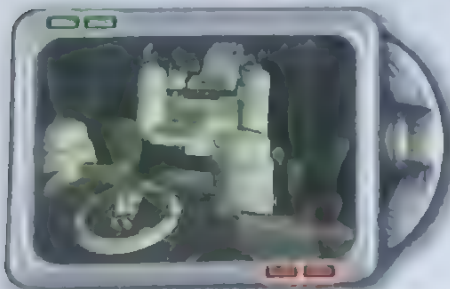


It's easy to become disoriented when walking sideways and upside down. Every few steps, take a moment to reposition the camera behind Ratchet & Clank. You can continue to manipulate it further by using the right analog stick.

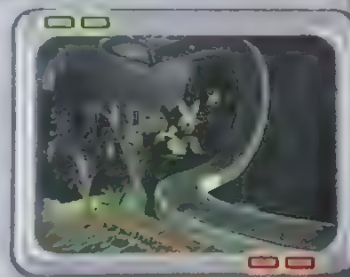
There is a pack of Scoutbots at the top of the ventilation shaft. Ratchet & Clank won't be able to access any weapons besides the Wrench, but it should do the trick. Continue to follow the shaft as it winds its way around the compound. Eventually, it will lead the two inside its walls. (2)

Before heading inside, use the Devastator to lock-on to any Blarg Paratroopers within its range, then head inside and take out the Scoutbots and their Generator against the far wall.

The compound is a wreck, but its walls, for the most part, are still standing. The first thing to do is to extend the bridge back by the ventilation shaft. When it's safe, take the ramp up in the left hand corner and use the Wrench on the Bolt Crank. This will give you easy access back to the ship. (3)



Collect all and any Crates up along the wall, then jump back down and hop up to the next platform. As soon as Ratchet & Clank do so, two Bomber Tanks bust through the wall. Retreat back to the ledge below and use the Blaster or Devastator to take out the first. The other should be making its rounds and coming in from the right. Quickly finish it off before it gets within bombing range. (4)



Clear the area of any leftover enemies and Crates, then use the Wrench on the Bolt Crank to open a door in the wall leading to the gun turret. A quick trip over the bridge beyond will reintroduce you to an old friend.



You can use some of the rubble beside the platforms as platforms to get up to the top of the compound wall. Just hop onto the highest piece, then execute a Boost Jump to get up top. There are a few scattered Crates along the perimeter.



CINEMA



Ratchet notes the plumber's back – even the Mechanic gets it this time. He's been hired as maintenance to help fix the planet's air defenses. It turns out the locals don't have what it takes to use the turrets against the invading Blarg. Ratchet volunteers for the job – he's ready to dole out a little payback.

Destroy the Bombers

This mission requires a good aim and a lot of patience. Pressing the **A** button will allow Ratchet to enter the turret and take control of its guns.

HELP DESK

The Gun Turret

The gun turret is equipped with standard issue Gadgetron Rockets and a fairly accurate targeting system. You can aim the targeting crosshair using the left analog stick, and it will turn from green to yellow to red when you have an enemy missile in its sights. To fire the guns, press and hold down the **Ⓐ** button. There are two important things to keep an eye on in the heads up display. The window in the bottom left corner shows the turret's condition. It can take four direct hits before it is no longer

functional. The window in the bottom right corner is your radar. The orange dots represent the Bombers you need to shoot down and the white dots are incoming missiles. The white dots will turn to flashing red dots when they are about to hit.



Aim for the nearest Bomber and continuously hold down the **Ⓐ** button to rapid fire the turret's rockets. As soon as you see a missile coming your way, stop shooting the Bomber and aim for it. The crosshair will turn red when it's locked on and in its sights. **[1]** The second it's eliminated, turn your attention

back to the Bombers. The smaller Blarg Mini-fighters take approximately 20 hits before they shatter into a hail of pieces and the larger Blarg Heavy Bomber takes upwards of 50 hits. **[2]**

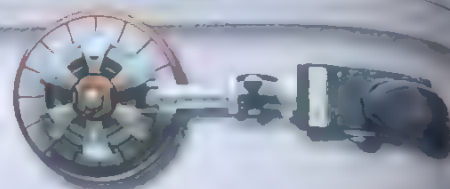





The Mechanic rewards Ratchet & Clank with the Metal Detector. Designed by his cheap grandfather to suck up loose change on any planet throughout the galaxy, this gadget will help the duo scrounge up some more Bolts.


HELP DESK

Metal Detector:



While this gadget was not manufactured by Gadgetron, it does its job quite nicely. Whether or not the device is equipped, a Bolt icon will show up in the bottom right corner of the screen whenever Ratchet & Clank are near a buried stash of Bolts. Once the Metal Detector is equipped, it will give you signals to indicate the proximity to the buried Bolts. Just press and hold down the  button to activate it. As Ratchet & Clank get closer to the Bolts, the Detector's rings become redder and the beeping will become faster. The Detector plate will indicate the direction to the buried Bolts. As soon as they get to the spot where the Bolts are, the Detector will suck them out of the ground.



There are many areas across the planets Ratchet & Clank have already visited, and areas they will be going, where Bolts are buried. Make sure to explore every nook and cranny to uncover the galaxy's buried riches. However, you should turn out the Metal Detector right away, as the grassy area has a bounty stashed underneath the ground. Just continuously hold down the  button and follow the direction of the rings and sound to suck them out. You'll know you've gotten them all when the Bolt icon disappears. [0]

It's time to say goodbye to Fort Krontos. Head back up to the compound wall and cross the bridge to the city entrance. The hover platform is waiting there to whisk the two back to their ship and on to Planet Pokitaru, page 87.



Gaspar is a remote planet used for Drek's military forces. The information gathered from the Infobot on Batalia showed a testing area where a new Pilot's Helmet was being taken through its paces. This looks like something Ratchet is going to need very soon.

LEVEL DATA

MISSIONS:

- 1 Find the Pilot's Helmet

ITEMS:

None.

Infobots:

None.

Gold Bolts:

- 1 At the top of cliff after traversing through the dormant volcano.
- 2 On platform in lava along Swing Shot path.

ENEMIES:

- 1 Chompers

Weapons

- 1 **Wanoper**
Cost: 7500 Bolts
Max Ammo: None
Ammo Cost: Free

Gadgets

- 1 Pilot's Helmet



- 2 Elite Blarg Paratroopers

- 3 Seekers

MISSION 1

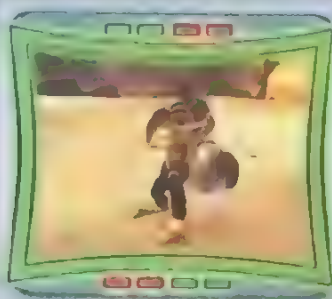
Find the Pilot's Helmet

There are a variety of paths you can take from the get-go but, before heading off, see what the Gadgetron Vendor has for sale. The new item on the menu is the Walloper, and it packs a wallop of a price – 7,500 Bolts. If you can afford it, purchase the Walloper now. If not, come back when you have the Bolts. [1]



HELP DESK

The Walloper



Gadgetron's most popular short range weapon, the Walloper, really packs a punch. This electrified 'punching glove' is the perfect device for close range combat, where projectile weapons just won't do the job. To use the Walloper, just press the [C] button once it's equipped. The Walloper will execute a mean, electrical-charged right hook, pulling Ratchet along with it. This weapon does not use ammo and is best used against smaller, swarming enemies. It also works on Metallic Crates.

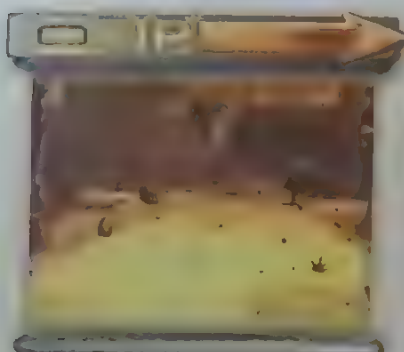
Start by taking the main path, which begins with a quick elevator ride to the area below. A new enemy is waiting for the two when they step off the platform – Chompers. These pesky critters will swarm at Ratchet & Clank

and attempt to chomp 'em with their sharp metallic teeth. Like most of the smaller enemies, the Wrench will work on one or two, but we recommend pulling out the Pyrocitor or Blaster for packs of three or more. The Walloper will also work quite nicely, although make sure you are aiming in the right direction, as attacking with

the weapon can leave Ratchet temporarily vulnerable. [2]



There is a Chomper Generator guarded by an Elite Blarg Paratrooper pumping out critters at a fast rate down the path. Like the typical Blarg Paratrooper, these baddies shoot a barrage of rockets out of their rocket launchers. Unlike the Blarg Troopers, the Elite are much quicker and have much longer weapon range. Quickly take out the Generator and then retreat and use the Devastator on the Elite Blarg Paratrooper from a safe distance. [3]



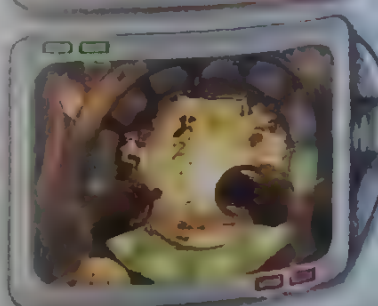
You have to be on your toes to take out the Elite Blarg Paratroopers. When using the Devastator, quickly go into the first-person mode and target the enemy. As soon as you have a lock-on, fire the weapon, then exit out of the targeting mode and take evasive action. Most likely, there is a barrage of rockets coming Ratchet & Clank's way.



As soon as the general area is secure, walk up to the manual turret and hop in to activate it. [4]

As soon as Ratchet & Clank have entered the turret, they can start shooting its guns. You can aim using the left analog stick and fire by pressing the [C] button. To exit the turret, press the [A] button.

The Turret's guns are strong enough to shoot down the circular wall that is blocking the path to the right. Shoot out the center and it will crumble. [5]



A new class of enemy is on the other side of the wall — Seekers. These hovering balls of explosives will home-in on Ratchet & Clank relentlessly and, within a few seconds of activating, will self-destruct, harming the two in the process.



They take multiple hits to eliminate. If at all possible, target them from far away. If you get close up and personal, use the Walloper or Pyrocitor to get rid of them quickly. It's also possible to outrun them before they explode, although it's not a foolproof plan. [Q]

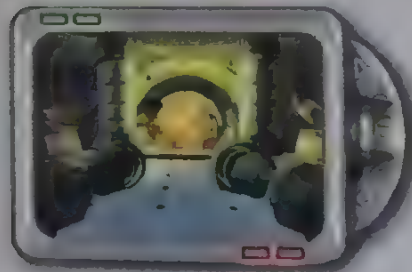
A few more Seekers and Elite Paratroopers are waiting around the corner. Go slow and use the appropriate weapon on each of them. [E] Continue down the

path, taking out the enemies, and follow it around and over the lava as it leads up to a series of small platforms. There is a second manual turret at the other end. Hop in and shoot out the circular wall across the way. You can shoot the stacked metallic crates, as well. [E] Return back down and head through the wall, there is an elevator platform on the other side.



This large, junk-filled room has a few hidden enemies around its perimeter. Have the Walloper or Pyrocitor equipped and watch out for the Seekers waiting around the right corner. [Q]

Don't be deceived by the relative quiet as Ratchet & Clank approach the next room. There are a series of Elite Paratroopers lying in wait in between the Tanks ready to sabotage the two. Strike first by sending in eight Agents of Doom. Repeat the process a second time for the next room in order to completely wipe the Paratroopers out. [E]



As soon as the coast is clear, hop into the manual turret and wreak some damage. The guns will obliterate the various machinery around the room's perimeter, as well as take out the circular wall. Go to it. [E]

A few more Paratroopers are waiting for Ratchet & Clank on the other side. Use

caution and sweep the area with the Devastator in the first-person mode from the doorway to find them and take them out. Be sure to watch out for the Seekers who are right behind them. This area looks familiar. It is the testing site from the Infobot. Right around the corner to the right is the Pilot's Helmet. [7]



HEEP DESK

Pilot's Helmet

Developed by the Blarg, the Pilot's Helmet is a direct neural interface that allows Ratchet to pilot Blarg fighters. When you find a Blarg Fighter, he will now be able to take to the skies and dogfight against Drek's minions. The control scheme is simple enough for even a Blarg to use: The [Q] button fires machine guns, the [E] button launches missiles; the [X] button engages afterburners. Ratchet won't be using the Pilot's Helmet until he reaches a future planet.





If you haven't noticed, the glass domes around the edges of the platforms can be broken for spare Bolts.



Now that the two have found what they came for, take a few minutes to explore the rest of the Depot. There must be a few Gold Bolts hidden around here somewhere.

Instead of taking the main elevator platform up here back down to the main path, look over the far right corner of the platform and spot the large volcanic crater in the lava below. (1)

Using the Hell-Pack's Stretch Jump and Glide features, Ratchet & Clank should be able to make it into the crater. As soon as they land, be prepared to take on a pack of Chompers and an Elite Paratrooper.

Just beyond are two Chomper Generators and a trio of Seekers. Stay back and use a medium to long range weapon, such as the Blaster or Devastator. You don't want to get caught in the middle of that mess. (2)

The steamy room beyond is another trap. There are three Elite Paratroopers hiding behind the columns of lava. The Glove of Doom works very well here. Stay back and toss one or two DoomEggs into the room. (3)



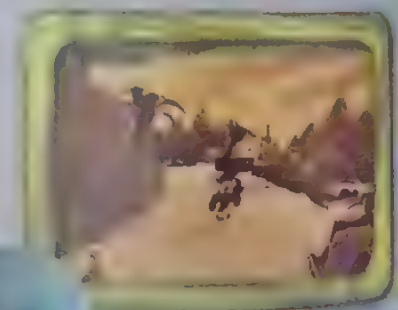
Do not touch the columns of lava. They are extremely hot and will burn Ratchet & Clank if they get too close.

The series of rooms beyond have Elite Paratroopers hiding behind columns and walls, just waiting to jump out and target Ratchet & Clank. The small lava flows make it tough to throw DoomEggs into the rooms, as the Agents will explode if they touch the lava. Use the walls and obstructions for cover and jump out and target the goons with the Devastator. As soon as you get a shot off, jump back behind the wall for cover. You can use the Glove of Doom in the last, large room. (4)



GOLD BOLTS

Ride the elevator platform at the end up to the high cliff overlooking the ship. There is a Gold Bolt waiting up here, as well as a large supply of Gadgetron Crates



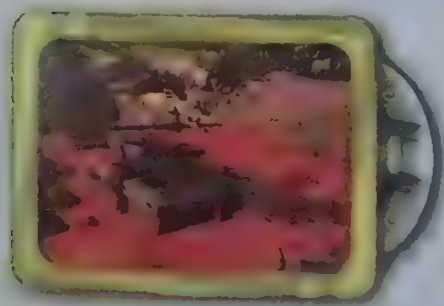
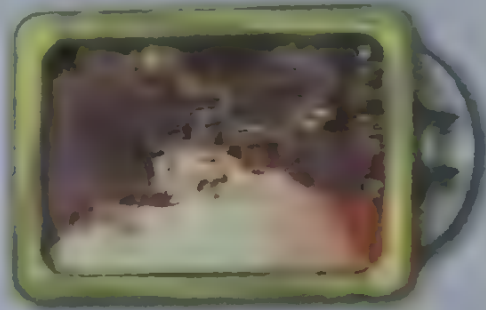
15.0 LIO, 15.0 LIO

The route starts by hopping down to the semi-hidden path below to the right of the ship. Follow the path over the platform, then break out the Swing Shot. The floating platforms in the lava are unstable and will sink if Ratchet & Clank stand on them too long. Hop on the first one, then quickly jump up and use the Swing Shot on the yellow Versa-Targets to get to the next area. [2]

There are a few Blarg Shuttles tethered to the ground by fuel lines on this small island. Use the Wrench (or any weapon for that matter) to break them loose, causing the line to explode and sending the pieces into the lava. [3] Destroying the one on the left hand side of the island reveals a yellow Versa-Target. Use it to swing to the platforms beyond. Stretch Jump over to the area, then Boost Jump up to the high platform after eliminating the Chompers. [4] A series of five yellow Versa-Targets will take Ratchet & Clank over to a new section. Follow the path up around and destroy the Blarg Shuttle at the top – another yellow Versa-Target reveals itself above. [5] Use the Swing Shot to reach the next area, which leads around and onto a platform. There are a few Chompers roaming about, but they are easy pickings. [6]

Ride the elevator platform and get rid of the Blarg Shuttle blocking the path. Three more yellow Versa-Targets will be revealed. [7] Use the Swing Shot, then Glide down to the floating platforms. Make sure you quickly jump from onto another until Ratchet & Clank are back on solid ground. [8]

By destroying the two Blarg Shuttles along the right section of the area, a series of floating platforms will appear in the lava. You should be able to make out the Gold Bolt off in the distance. Hop over to it, quickly executing a double jump off of each platform until Ratchet & Clank reach the Bolt. [9] Thankfully, there is a hover platform that will shuttle the two back to the area below their ship. It's time to head to their next destination – Planet Orxon.



Planet Orxon

RATCHET & CLANK

Orxon is Drek's polluted home planet which has become uninhabitable due to the overpopulation and extreme pollution. In fact, the planet's atmosphere is so poisonous that Ratchet won't be able to leave the ship without the aid of an O2 Mask. Clank will have to go it alone and search the Blarg laboratories for useful items.

LEVEL DATA

Missions

- 1 Search the Laboratories
- 2 Traverse the Wilderness
- 3 Explore as Ratchet
- 4 Catch the Infobot

Weapons:

None

Gold Bolts:

- 1 In hidden room in laboratory tunnel above jump slot
- 2 Above ledge in bomb clearing (requires Visibomb to acquire)

Infobots

- 1 Located at the end of Mission 2 on the ledge above the ship

- 1 Toxic Crabs

- 2 Scorpions

- 3 Darters

- 4 Blarg Saucers

Items

- 1 Premium Nanotech

- 2 Ultra Nanotech

Gadgets

- 1 Magneboots



Search the Laboratories



Due to the radiation, plants and animals within Ratchet can't venture outside the ship. To reach the cave, you'll have to go this one more. Collect all of the Bolts from the Crabs, and then Clank won't be able to access the Gadge-Bot (Iron Vendor), then head into the tunnel.



A new enemy is lurking in the doorway to the left. These Toxic Crabs were once small crustaceans but, due to the radiation and pollution in the atmosphere, they have become aggressive, mutated beasts. Their strong pinchers have extra-long range and can snap Clank in two if he gets too close, but Clank's fellow Gadge-Bots can easily cut one down to size. Since Clank is no match for them, leave it be and continue along the tunnel.

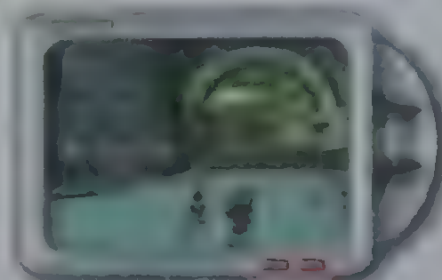


The Alien Swarmers below are more Clank's size. One good punch will take 'em out. This contraption is a small teleporter. It will whisk Clank, as well as his Gadge-Bot buddies, up to higher levels.

Speaking of Gadge-Bots, the first two are in this area. Set them free and order them to ENTER. They will enter the teleporter and wait for Clank on the platform above.

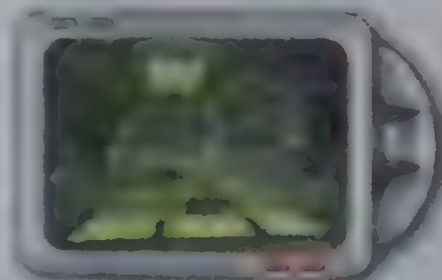


Hop down, take out the two Alien Swarmers and set the third Gadge-Bot free. Order this one to ENTER (it will head through the teleporter), then order it to FOLLOW. Take it over to the next teleporter and order it to ENTER again. Order them to FOLLOW and, with all three in tow, head back to the doorway where you encountered the Toxic Crab. As soon as it is in your sights, order the Gadge-Bots to ATTACK. They will take care of



the beast in no time flat. There is a Gadge-Bot receptacle around the corner that needs three Gadge-Bots to open the doorway. Order them to ENTER and then head on through.

Follow the tunnel around, collecting Bolts and smacking Swarmers, and release the two Gadge-Bots at the cave opening (don't bother with the Toxic Crab just yet).



You can order the Gadge-Bots to ATTACK the small Alien Swarmers and do your business for you if you want to lessen the risk of losing Nanotech.

This large cavernous area has multiple platforms at different elevations. At the top, there's a Gadge-Bot receptacle with



space for six Gadge-Bots. Lead the first two around to the left and order them to ENTER. They will head into the teleporter and wait at the top.

The remaining four are on the bottom floor. Set them free and lead them up the ramp to the teleporter. Order them to ENTER, then hop up the small platforms (or teleport) and order them to ENTER a second time into the receptacle.





This next area presents an easy puzzle. Set the two Gadge-Bots free, then order them to **WAIT** in front of the door. Hop up and around the door via the platform on the right, then step on the floor pad in front of the door on the other side. As long as there is weight on the floor pad, the door stays open. Stay on the pad and order the two Gadge-Bots to **FOLLOW** through the open door. [1]

This next puzzle is similar to the last. This time, position all three Gadge-Bots so they are standing on the next floor pad. As soon

as they are on it, order them to **WAIT** while you move Clank through the open door. Step on the floor pad on the other side, then order them to **FOLLOW**. [2]



Activating the Explosive Crate up on the platform to the left will break all of the Metallic Crates blocking the path, giving Clank

easy access if he needs to go back

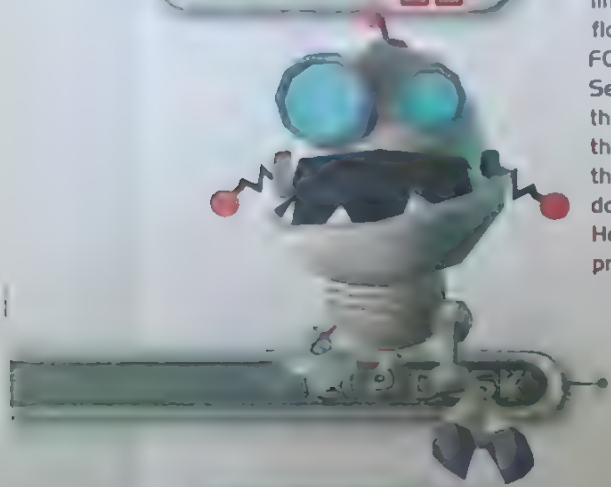


Set the fourth Gadge-Bot free and order them to **ENTER** into the teleporter while you take the platforms. There is a fifth Gadge-Bot tucked away behind the stacked Crates in the corner. [3]

Order all five to **WAIT**, and take the retracting platform up and around the doorway to the other side. Make sure to detonate the line of Explosive Crates, then step on the floor pad and order your five buddies to **FOLLOW**. [4]

Set the sixth Gadge-Bot free, then command them all to **ENTER** the teleporter. Follow them up to the platform above and order them to **ENTER** the receptacle, opening the doorway beyond.

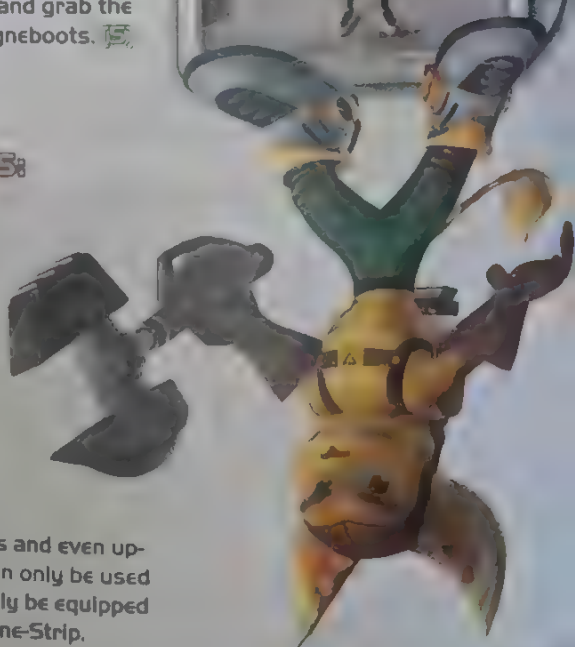
Head through the laboratory and grab the prize, a shiny new pair of Magneboots. [5]



Magneboots:



The Magneboots are still under development at Gadgetron, and are not currently for sale. A few prototype versions of the device have been circulated for beta taseting. The boots are specially designed to adhere firmly to specially ionized Magne-Strips, thus allowing its users to walk up walls and even upside down. The Magneboots can only be used by Ratchet, and will automatically be equipped as soon as he steps onto a Magne-Strip.



Traverse the Wilderness



Clank is on a wall above the ship. Instead of taking the small elevator back down to Ratchet, there is still a whole section of Orxon to be explored. Hop down to the ground on the right side of the wall and continue the quest. A Gadge-Bot is encased in glass here, set him free and follow the path.

Up ahead is a large clearing, although it is anything but safe, as exploding Bombs are constantly being tossed down from the towers above. They are fairly easy to avoid but, if one detonates too close to a Gadge-Bot, you will have to return to its

original location and release it once again. Hug the right hand wall for the best chances of survival. [2]

There are two more Gadge-Bots in the alcove to the right. Make sure all three are ordered to FOLLOW and continue following the clearing wall.



Make sure to detonate any Explosive Crates far enough away from the Gadge-Bots so they don't get caught in their blast. Lead them to a safe place and order them to WAIT before you do so.



The fourth, fifth and sixth Gadge-Bots are in the next two corners. Free them all, then continue following the wall until you come to an open doorway. Lead them all inside. [3]

This room is a maze of elevated platforms with roving balls of energy flowing through its paths. One touch of the energy and the Gadge-Bots will be destroyed. Timing and patience is the key to successful navigation.

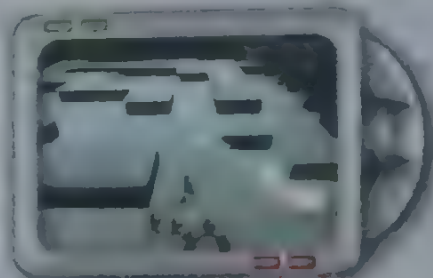
The ramp to get the Gadge-Bots up to the next level is across the way to the right. Wait for the ball of energy to pass by, then make a beeline for it. Make sure the Gadge-Bots are set to FOLLOW before heading out. [4]

Stop at the top of the ramp and wait for the energy ball to pass again before taking the path to the left and the next ramp.

You can safely lead them up and a little forward to the left.

The next ramp is ahead. Wait for the next energy ball to pass by, and then run for it. [5] Take the ramp up and to the left, then wait for the same energy ball to pass by again before following the path down and around to the left. [6]

The next ramp is straight ahead and to the right. Head up it, then take the final ramp up and into the next room. The ramp leads onto a catwalk over some bubbling, noxious waste. [7] Follow the catwalk around, then order the six Gadge-Bots to enter into the receptacle.



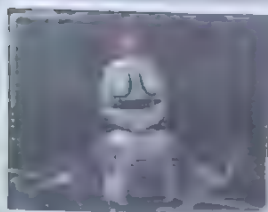
Back outside, this area seems to be teeming with Toxic Crabs and Alien Swarmers. Free the first two or three Gadge-Bots, then take out the Swarmers in the immediate area. There is a small cul-de-sac to the left with a few more Gadge-Bots inside. Order your Gadge-Bots to ATTACK and they will go for the Toxic Crab blocking your path. If you lose one in the battle, turn around and retrieve it from its cage. [8]





Clank should have a total of six Gadge-Bots at his side. Make sure they are all ordered to FOLLOW, then head back out to the main path and free the next two while taking out the Swarmers. When you have six or seven, order them to ATTACK and they will head for the rest of the enemies along the path. Make sure you have all ten Gadge-Bots and have cleared out the area, then head for the receptacle and order them to ENTER. The receptacle activates the refinery's cannon battery, which

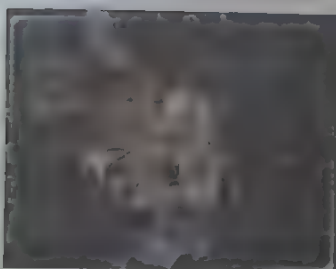
shoots down a few enemies as well as part of the structure's wall. It also opens the door beyond. Head through and collect the Bolts, then grab the Infobot waiting on the ledge on the other side of the rubble. [E]



The Infobot shows Clank a video which, for reasons unknown, he doesn't want to Ratchet to see.



Jump down from the ledge and back onto the wall above the ship. All of the planet's missions that can be accomplished are now complete. You will have to return to Orxon once more and explore with Ratchet, once you have acquired the O2 Mask. Head down to the ship and prepare to leave. [E]



Clank heads inside the ship and shows Ratchet the Magneboots. Ratchet wants to know what else he has inside his compartment. Clank relents but tells Ratchet he wants him to stay focused on their mission. The Infobot plays a commercial for Jowai Resort on planet Pokitaru. Visitors get a free O2 Mask to explore the warm waters. It's a regular holiday getaway and Ratchet is down with a little R&R. Clank argues but Ratchet reminds him the O2 Mask is worth the trip. Before heading to Pokitaru, first head back to Aridia to get a final Gold Bolt, then it's on to Batalia to use the Magneboots to get into the walled city. (Turn to Page 31, Planet Aridia to continue)

Returning from Planet Nebula G34, Page 47

Explore as Ratchet



these beasts take multiple hits. The Glove Bomb, Glove of Doom or Blaster will do the trick. Break the neutron lock and head through the gate. [2]

Now that Ratchet has the O2 Mask, not only can he stay underwater indefinitely, but he can also venture out to into space and toxic atmospheres. Return to Orxon to finish off the final mission. Upon exiting the ship, Ratchet can Stretch Jump over to the elevated platform with the stacked Crates. From here, it's a long Glide to the ground below. Beware of the sleeping Toxic Crab upon landing. Medium to long range weapons are the best choice, although



soon as he senses Ratchet & Clank's presence, he will start whaling like a baby and wake the Crabs up which, in turn, will fiercely attack the two. Always try to target and take the Screamer out first, which will make dealing with the Toxic Crabs much easier. [4]

New enemies are hovering just on the other side. These flying Darters will swoop down from the air and attack the two. They will let out a screech just as they come in for the attack. A well-timed whack with the Wrench will work, but larger numbers require a continuous-fire weapon, such as the Blaster or Pyroclator. [2]

The elevated platforms lead to the next area. Don't rest on them too long; they will sink into the muck from Ratchet & Clank's combined weight.

The little blue guy hovering above the sleeping Toxic Crabs is a Screamer. As



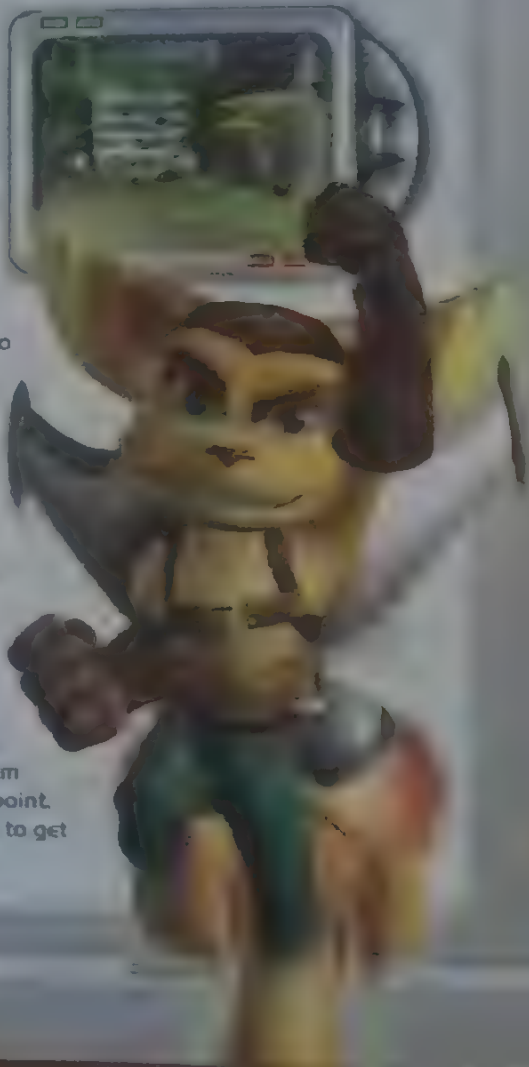
It's possible to sneak past sleeping Toxic Crabs, as long as a Screamer has not woken them up and you don't use a weapon to make any noise.



After eliminating the threat, remove the two neutron locks and continue on. There is a Gadgetron Vendor at this intersection. Stock up on any ammo (especially for the Blaster and Devastator), then take the path to the right.

Take out the two sleeping Screeners on the platform below, then toss down a few Mines and use the Taunter to wipe 'em out. [6]

The next platform across the way has four sleeping Toxic Crabs and a Screamer. You can use the Blaster on the Screamer and then sneak past the slumbering Crabs if you like. Or you can opt for total annihilation and continue to blast them all away from the safety of your vantage point. Either way, use the Double Jump and Glide to get across, where an Infobot is waiting. [6]



Catch the Infobot

It looks like the Infobot won't be secured easily. It takes off to a higher platform off to the right. Step on the Magne-Strip and use the Magneboots to follow it. The Magne-Strip leads around to a series of fire-spewing valves. They release their fuel in a variety of patterns. Just wait for each one to dissipate before passing over it.

A pack of darters are flying around the upside-down portion of the Magne-Strip. Remember, you can only use the Wrench when standing on one. Make sure your



timing and aim is good and take them out before moving on.

Back on land, there is an electrified gate with no way to unlock it from this side. If you stay on the higher platform, you will be able to use the Swing Shot to grapple onto the green Versa-Target and drop on the other side. But, be careful! When Ratchet lands, he will be smack dab in the middle of a pack of sleeping Toxic Crabs. We recommend you carefully jump over them to the right and leave them



be. If you just have to get 'em, get as far away as possible and toss a couple of DoomEggs in between them. (2)

The elusive Infobot takes off again to the platform beyond. Break out the Swing Shot and use the yellow Versa-Targets to follow it. It retreats around the corner and leaves the two to deal with a group of Crabs and Darters, when you approach it, it takes off yet again. (3)

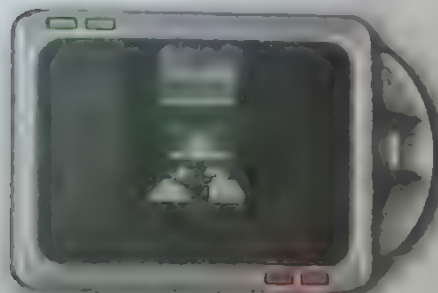


Head up the steps, take out the neutron lock and then get rid of the sleeping Screamer before he can wake up the Crabs.

There are two more neutron locks around the corner. Break them and take a minute to survey the next area before going in commando. There are at least five sleeping Toxic Crabs between Ratchet & Clank and the Infobot, and at least three or four more beyond. Use the rest of your DoomEggs first and clear



out as many as possible before equipping another weapon, such as the Blaster. (4) Don't move too far ahead, as there is a Blarg Saucer out in the distance. These



flying ships can target Ratchet & Clank from great distances and shoot out a barrage of missiles their way. The only weapon that currently has the range to take them out is the Devastator. Try and stay as far back as possible and use the first-person mode to lock-on to the Saucer. It will take three direct hits to bring it down. If it fires at them, quickly exit out of the first-person mode and take evasive action. (5)

There are a few more sleeping Crabs around the corner. The Infobot is taunting the two from inside the doorway. Follow it inside and then use the Magneboots to chase it up the roof of the room and into the doorway beyond. It looks like you've finally got it cornered. (6)



Drek is filling in his fellow Blarg on the progress for their new planet. He's found the perfect orbit for their new home, but it seems there is already a planet occupying that space. That's why he is developing the PlanetBuster Maximus. All they need to do is attach it to a ship, fly it into orbit around the planet, and let it go. Kaboom! Ratchet is starting to realize how mad Drek really is, but he's still gunning for Qwark. If Drek happens to get in his way, he'll deal with him too.



Ratchet finds himself inside the laboratory complex Clank searched earlier. Drop down onto the catwalk and then take a right through the open doorway. Follow the path back to the ship, then head all the way back down to the intersection with the Gadgetron Vendor. Stock up on ammo, and take a left this time. As you head up the path, a Blarg Saucer appears. Quickly retreat a safe distance back and use the Devastator to take it out.



At the end of the path there is a building to the left with a Blarg Space Commando inside. Use the Boost Jump to get up there and take him out. The next room is empty. Before continuing on through the room to the left, use the Boost Jump to get up to the room on the right and grab the Bolts from the Crates. Watch out for the two sleeping Toxic Crabs inside.



Continue through the room on the left and break the neutron lock to get back outside. Deal with the Blarg Commando and Darters, then hop onto the elevated platforms. A Blarg Saucer appears. You should be able to equip the Devastator and take it out before it ever has a chance to retaliate.



On the other side, Ratchet & Clank will encounter a few more sleeping Toxic Crabs. Continue around the corner, then get ready for a battle. There are multiple sleeping Toxic Crabs and two Screammers.



Take out the Screammers and as many Crabs as you can target with the Blaster, then hop over and finish them off with another weapon. Don't even try to get in the middle of them, as it will not be pretty.

Continue along the path, going slowly, taking out any enemies the two encounter. A few Blarg Commandos will come running around these corners. Be prepared. There is an elevator platform at the end of the path that will carry Ratchet & Clank up to a secret laboratory.

Buy the Premium Nanotech

HELP DESK

The Nanotech Dispenser



The machine in the middle of the lab is a Premium Nanotech Dispenser. For a mere 4,000 Bolts, Ratchet & Clank can purchase a can of Nanotech to permanently increase their maximum health by one. After purchasing a can of Premium Nanotech, Ratchet & Clank can further increase their health, by purchasing a can of Ultra Nanotech. Ultra Nanotech, the very latest in Gadgetron technology, is three times more potent than Premium Nanotech boosting their maximum health from five to eight.



Planet Orxon

RATCHET & CLANK

You should have enough Bolts to purchase the Premium Nanotech, which will increase Ratchet & Clank's health to five slots of Nanotech. For another 30,000 Bolts, the two can purchase the Ultra Nanotech. Remember this location as you will have to come back later when you have more Bolts.

Before leaving Orxon for planet Hoven, there is a Gold Bolt nearby that you can acquire. Drop down to the area to the left of the dispenser and Ratchet & Clank will be in the tunnel that Clank explored earlier. Follow the tunnel toward the entrance and take a right before you get outside to the ship. If you want to take a quick detour, there are a set of stairs that Ratchet can double jump off of along the wall, and then grab the ledge over the pit for some Bolts. Continue on through the door and around the next tunnel. There are two small alcoves on each side of the tunnel, just before the

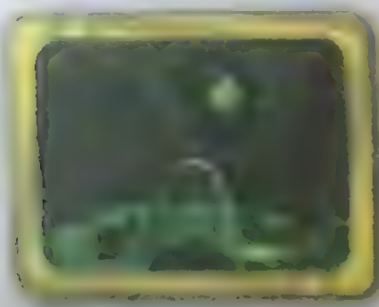
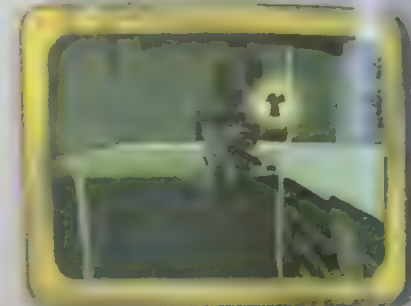
large cavern. The one on the left is the perfect size for a jump slot. Perform the Wall Jump to get up to the secret room above and grab the Gold Bolt. If you have the Visibomb, stick around for the second Gold Bolt. If not, turn to Planet Rilgar, page 56 to continue.

Return after acquiring the Visibomb

Gold Bolt

The final Gold Bolt can be acquired once you have the Visibomb. Take the elevator platform up to the wall above the ship, then head to one of the safe alcoves in the bomb-strewn clearing. You should be able to see the Gold Bolt up on a ledge straight ahead, but it is too high to reach using any of the upgrades. You can, however, reveal a back way into the tunnel behind the Gold Bolt — you will just

need to blast a way through it first. Equip the Visibomb and aim for the wall behind the Gold Bolt. It explodes, revealing the tunnel beyond. Shoot a second Visibomb into the tunnel and steer it around the tunnel to the left until it hits a second wall. You will need to shoot and steer a third Visibomb into the tunnel to destroy the next blockade — the tunnel curves sharply to the left, so it might take a couple tries to steer through without hitting the sides. Continue this process of shooting Visibombs into the tunnel until you have broken through to the other side. Now, you just have to retrace your steps down to the area below the ship, down the right path past the Gadgetron Vendor, over the Magne-Strip, across the green and yellow Versa-Targets, and on until you come to the steps — the tunnel entrance is just around the corner. You need to carefully navigate up its steep slope (jumping over the toxic goo from platform to platform) until you arrive at the Gold Bolt. If you make just one mistake, you will have to start over back at the Vendor.



Since the Blarg began dominating their home planet, the native Pommaru have been forced to next to nothing. Blatchner is the first to see the light of day in a long time. The perfect rays. Unfortunately, Cuckoo is a very bad singer.

MISSION DATA

Missions:

- 1 Help Resort Owner
- 2 Buy Thruster-Pack from Bob
- 3 Destroy the Blarg Ships
- 4 Check out the Resort
- 5 Navigate the Sewers
- 6 Bring Raritanium to Inventor

Gold Bolts:

- 1 Located in hidden valley on the north-west island. Can only be accessed by underwater tunnel.

Gadgets:

- 1 Thruster-Pack Upgrade

- 2 Go-Mine

- 1 Ferocious

- 1 Puffer Fish

- 2 Pay-Asopon



1 **Thruster-Pack**
Cost: 15,000 Bolts
Max Ammo: 20 Visibomos
Ammo Cost: 100 Bolts per Bomb

2 **Go-Mine**
Cost: 7,500 Bolts
Max Ammo: 20 Decoys
Ammo Cost: 10 Bolts per Decoy



MISSION

Help out the Resort Owner


From the look of things, the Infobot for this planet was a little misleading. The Blarg ships dumping toxic waste have turned the once crystal blue seas into mutant breeding grounds. Since all of the tourists have been scared away, this would be a good time to do some exploring.

There are two possible paths you can take but, before going anywhere, make a quick pit stop at the Gadgetron Vendor. He has two new weapons for sale: the Visibomb Gun, which retails for 15,000 Bolts, and the Decoy Glove which costs 7,500 Bolts. Purchase the Decoy Glove first, you can come back for the Visibomb later, or purchase it from a Vendor on another planet. [1]

HELP DESK

The Decoy Glove:



The Decoy Glove is the perfect defensive weapon to distract your foes while you sneak past unscathed. Creating customized, inflatable dummies in Ratchet's likeness, it will cause unsuspecting enemies to attack the dummy, while he sneaks past them (or attacks them from behind!). To use the Decoy Glove, just toss a Decoy by pressing the  button and it will do the rest. The Decoys are not impervious, though, and can only take a few hits before disappearing.

Take the path to the left of the ship. This leads down to the Resort Owner, who looks like he could use some help. Approach him and see what he has to say. [2]

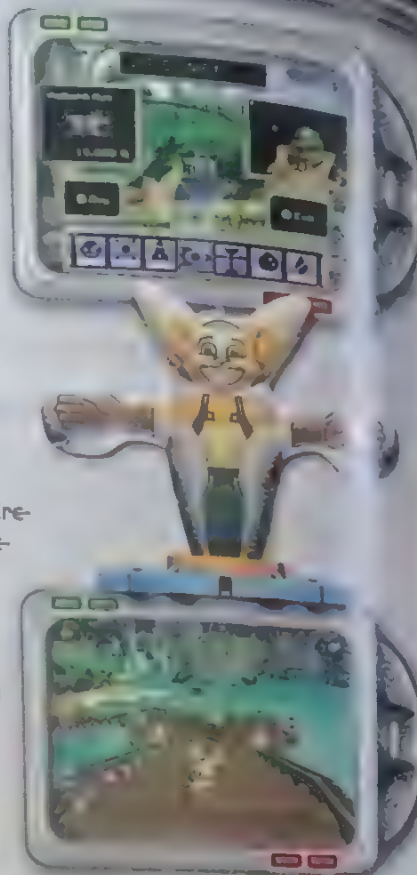


The Resort Owner welcomes them to Jowal, then offers them a deal. Because of the Blarg dumping the toxic sludge into the waters, the wildlife has become ravenous mutants. He's closing the place down and has one O2 Mask left. It's not for sale, but he will give it up if Ratchet can get rid of the Blarg ships. All you have to do is escort him to the other end of the island so he can get to his escape jet.

Equip a medium range weapon, such as the Suck Cannon or Pyrocitor, and start down the path. The Resort Owner will follow Ratchet & Clank as they clear the path. The first enemies they encounter are Puffer Fish. These small, land-based fish can get around quickly. As soon as Ratchet & Clank draw near, they will extend sharp spikes out of their bodies and attempt to pierce the two. Suck 'em up and spit them out, or toast them nice and crispy. [3]





The next enemy they encounter is the Psychopus. This stationary, mutated squid can shoot a quick and deadly projectile from its abnormally large cranium. Don't try to get in close, as their psychic darts are too fast to dodge. Use a medium to long range weapon, such as the Blaster, Bomb Glove, or Glove of Doom. [4]



Hop onto the waiting water craft and the Resort Owner will drive Ratchet & Clank to the next island. Stay in the middle of the craft and keep the Suck Cannon running, as a pack of Puffer Fish will continually hop onto the boat and try and harm Ratchet & Clank. (5)



Keep the  button held down and continually run around in tight circles while sucking up the Puffer Fish. Make sure to let go, then quickly press the  button a second time to expel them when it fills up.

If you have any Puffer Fish left in the Suck Cannon's chamber when you reach the next island, go into the first person mode and aim it at the Psyctopus at the other end. Continue on, into the pool by the waterfall, and suck up the next batch of Puffer Fish. Take a moment when they are all gone to grab the booty from the Crates. (6)

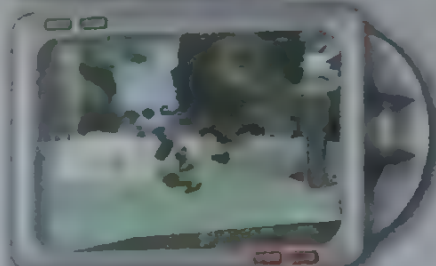


Continue along the path, getting rid of the rest of the Puffer Fish, then accompany the Resort Owner on the water craft to the next island. Another wave of Puffer Fish will attack the boat. (7)

At the next island, a very cool automatic bridge will extend to the opposite platform. Carefully navigate across and continue up the path. The open area beyond is teeming with more Puffer Fish. Keep the Suck Cannon sucking and Ratchet &

Clank should make it past unscathed. (8)

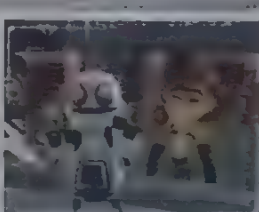
The floor switch at the end extends another cool bridge. Resume sucking and spitting on the other side until all of the Puffer Fish have been removed.



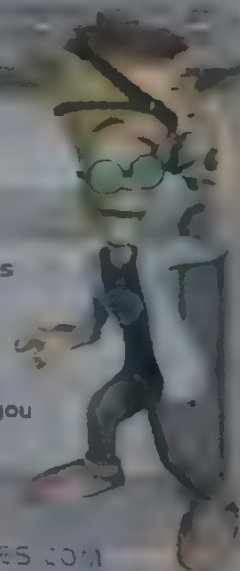
The Resort owner reveals the fighter jet is locked up in a garage that he can't unlock. It seems the strange lock can only be opened by a special key that even he doesn't know about. Ratchet tells him to cough up the Mask, but the Owner steers the two over to Bob's Roboshack, who might know how to get the garage open.

Buy Thruster-Pack from Bob

Head into Bob's Roboshack just across the way and pay Bob a visit. He probably can help with the lock problem.



When the two waltz into Bob's Roboshack, he sees Clank's Hell-Pack upgrade and instantly recognizes his brother Al's work. Claiming he taught Al everything he knows, he offers to fix Clank up with a brand new Thruster-Pack Upgrade, which can even help unlock the jet garage with a special Power Slam maneuver. Of course, it'll cost you 2,000 Bolts.



You should have enough Bolts to purchase the Thruster-Pack upgrade. Press the **A** button to purchase the Thruster-Pack and let Bob go to work. Ratchet is still upset with Crank and gives him no props. (1)

HELP DESK

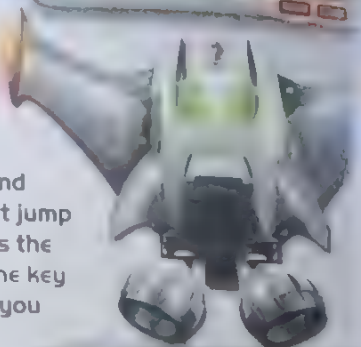
Thruster-Pack Upgrade:



The Thruster-Pack upgrade offers many of the same moves as the Heli-Pack, but has a few extra bells and whistles the other doesn't. In addition to performing the Boost Jump, Stretch Jump and Glide, it can also perform Power Slam and Hover maneuvers. The Power Slam reverses the thrusters on the Pack, driving Ratchet into the ground with a powerful force. To execute a Power Slam, first jump by pressing the **X** button then, while in the air, press the **R1** or **R2** button. The Power Slam maneuver is the key to unlocking the Power Slam switches. As a bonus, you

can also use the Power Slam to break Steel Crates. The Hover allows Ratchet to float above the ground and strafe left and right. Hovering is a great offensive maneuver, allowing Ratchet to use a medium range weapon, such as the Blaster, while strafing back and forth. To execute the Hover, double tap on the **R1** button. To strafe while Hovering, hold down the **L1** or **L2** button and move the left analog stick left or right.

Head back outside and to the garage, then hop up onto the Power Slam switch. Once on top of the switch, jump up and then press the **R1** or **R2** button while in the air to execute the Power Slam. Ratchet will slam into the switch, forcing it into the ground and unlocking the garage. (2)



MISSION 3

Destroy the Blarg Ships

Now that you've opened the garage and have the Pilot's Helmet, you can take the jet fighter to the skies and bring down those Blarg Ships. Enter the garage and press the **A** button to fly the jet. (3)

HELP DESK

Piloting the Jet:

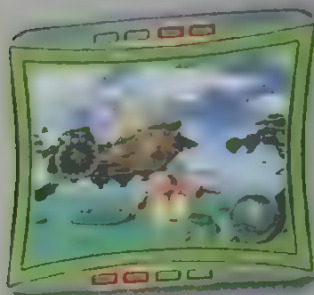
The jet fighter handles like a dream, and can shoot a continuous stream of bullets from its forward-mounted machine guns, as well as homing missiles. It is also equipped with afterburners for getting out of some tight situations. To control the jet fighter, maneuver the ship using the left analog stick. Pressing the **□** button fires the automatic machine guns, while pressing **○** shoots a homing missile. To lock-on to a ship, position the targeting reticule over the enemy and keep it trained until the target locks-on and has gone from green to red. Holding down the **X** button will initiate the afterburners, causing the ship to accelerate.

The heads up screen displays your current missile stock along the left hand side of the screen, and the ship's damage meter and radar in the bottom right.

There are two kinds of ships: Blarg Saucers and Blarg Waste Disposal Tankers. The Saucers will occasionally fire at your ship, but they are not much of a threat and not your primary target. Shooting them down however, will replenish the ship's damage and provide you with more missiles. Just fly through the parachute Crate in its wake to claim the reward.



The Blarg Waste Disposal Tankers are your main goal. There are a total of four and they are comprised of a nine sections that must all be taken out before the Tanker will be completely eliminated.



Jet Fighter Strategies:

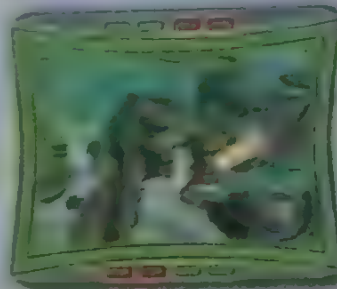
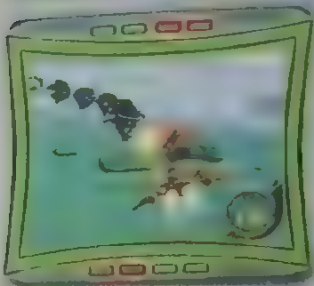
Completing the mission is fairly easy. It just takes patience and some basic dogfighting skills.

Try and approach the Tankers from behind and keep the machine guns firing non-stop. You should be able to chip away at them, section-by-section, until you destroy the whole ship.

Use the radar to get your bearings. It's easy to become disoriented, but the radar will help get you pointed in the right direction. Just aim for the large yellow blips and you will find the Tankers in no time flat.

As soon as you are fired upon by a Blarg Saucer, turn your attention to it and eliminate it. Their pea shooters don't do much damage but, over time, they can whittle down your ship's health.

The Resort Owner congratulates the two for a job well done... er, sort of. He throws the O2 Mask to Ratchet, then takes the jet and leaves the two to their own devices.



HELP DESK



The O2 Mask

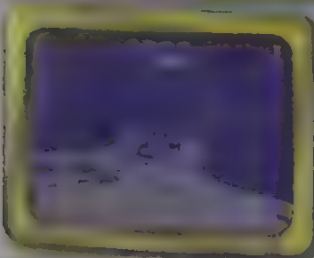
The O2 Mask will allow Ratchet to breathe underwater, survive the rigors of space and even keep him alive in poisonous atmospheres. This Mask auto-equips whenever it senses that you need extra oxygen or, if you prefer, you can equip and wear it anytime via the Gadget configuration screen.



Check out the Resort

Ratchet & Clank have covered most of the Jowai Resort, but there's still a little left to see. The two can opt to take a dip in the now-clean waters and stay submerged as long as they want (thanks to their new handy-dandy Gadgetron O2 Mask). There are Crates galore underneath the sea. [4]

GOLD BOLTS

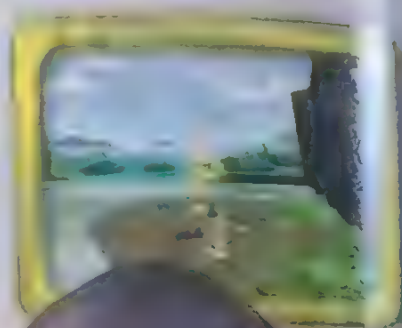


While you're exploring the vibrant waters, you might as well grab the planet's one and only Gold Bolt. It's pretty well-hidden, and can only be accessed via an underwater tunnel underneath the first island (see the arrow on the accompanying screen shot for its location). When you find the tunnel, swim through and hop out onto the platform on the other side. Take the steps up to the top, then use the Power Slam on the Power Switch to activate a bridge across to the next island. Ratchet & Clank

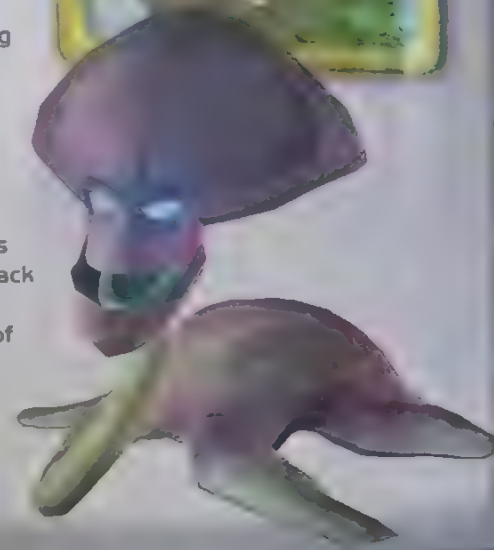




will encounter quite a few Puffer Fish and a couple of Psy-ctopuses on the other side — use the Devastator from across the stream to take out the latter. Continue up the steep ledges, removing all enemies from their path, and follow the water through this lush valley. When they reach the top, and can't get over the small waterfall, break out the Swing Shot, locate the green Versa-Target tucked away behind a tree and grapple up to the ledge above. The Gold Bolt is yours for the taking



When you're done exploring the waters and collecting Bolts, make your way back to the ship. Once there, take the path to the right of the ship to a second teleport pad. This one will whisk the two to the scenic Jowai Resort sewers. [1]



Navigate the Sewers

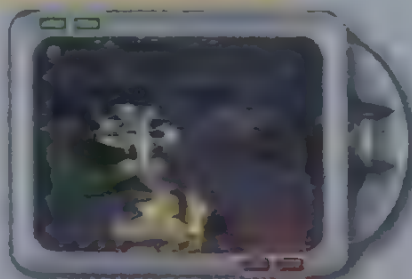


The sewers in Pokitaru aren't all that bad. Hop into the first water tank, then dive underneath and swim through to the next. There is an Amoeboid dragging its slimy butt across the platform above. Use the Hydrodisplacer on the Insta-Faucet and drain the water from both tanks. [2] Head back to the first tank and break out the Trespasser. There is an Invincible-Lock that needs Ratchet's attention.



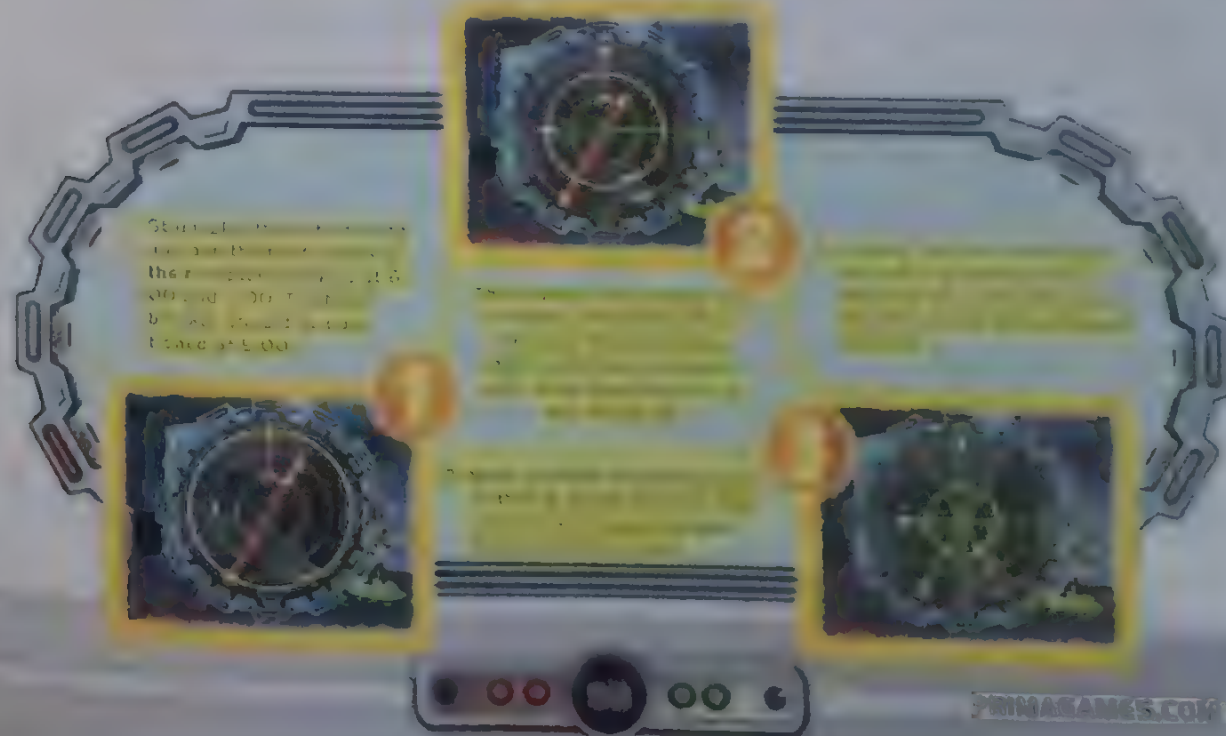


Return to the Insta-Drain and re-fill the area with water. This will allow Ratchet to swim through the now-open doorway and jump out on the Amoeboid filled platform on the other side. **[E]** This would be a great time to try out the Decoy Glove. Hop out and toss one. The Amoeboids will attack it and ignore the real Ratchet. You can now sneak by them or break out a the Pyrocitor and light 'em up. If you don't own the Decoy Glove, use the Pyrocitor anyway. Don't be shy with the fuel and keep flaming until there is nothing but ashes left. Jump the two up to the platform on the left, then navigate across the ledges around the room

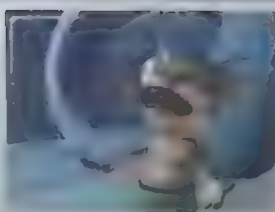
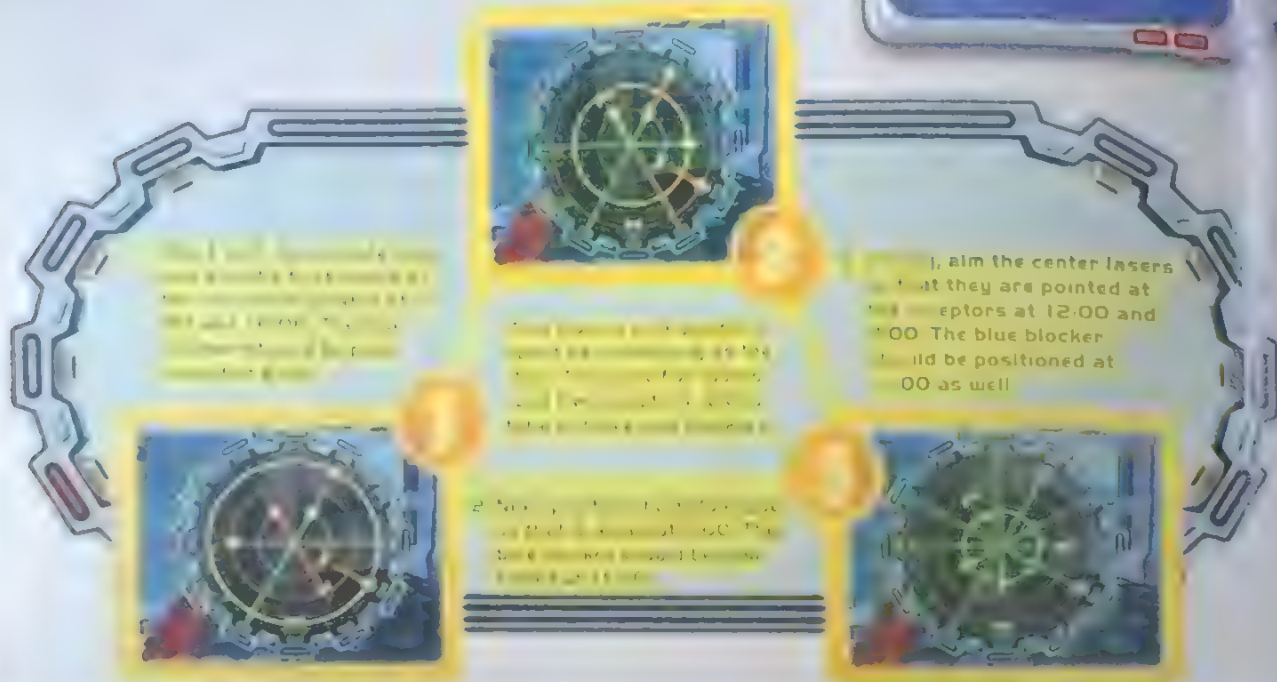


The Yellow-lined ledges are weight-sensitive and will pitch and yaw depending on where Ratchet & Clank are standing on them.

Use their weight to lower the back end, then run up the ramp and jump off the raised end to get to the higher ledges. A second Invincio-Lock waits for the two at the top.



Jump into the next tank of water and dive down to the bottom. Ratchet can nudge the Explosive Crates down here to detonate them, just make sure he is out of their blast radius before they blow. Stay submerged, follow the tunnel and continue to detonate the Crates along the way. When the two finally come up for air, they will be in a new Amoeboid-infested section. Break out the Pyroclitor for round two. There is a third Invenco-Lock up on the platform above.



The duo run into the Inventor from the Blarg Tactical Station. It turns out he is searching for Raritanium. Clank says Pokitaru's oceans should be a rich source of the element, but the Blarg's toxic dumping has wiped out all traces. The little guy then tries to hypnotize them with his latest invention, the Persuader, a mine-controlling gadget, but the only thing it seems to be good for is getting discounts at Gadgetron Vendors. Ratchet wants the Persuader and the two strike a deal. Bring back some Raritanium and the gadget is his. Clank says planet Hoven is a good source.

Since you don't have any Raritanium, and haven't found any Infobots to get coordinates to a new planet, it's time to re-visit a few planets and see what else you can find. Take the teleporter pad and return to the ship. Now that Ratchet has the O2 Mask, he will be able to explore outside areas of the Space Station back in Nebula G34, as well as venture outside of the ship on planet Orxon. Head to Nebula G34 first, there's a shiny Gold Bolt waiting with Ratchet's name on it. (Turn to Nebula G34, page 47)

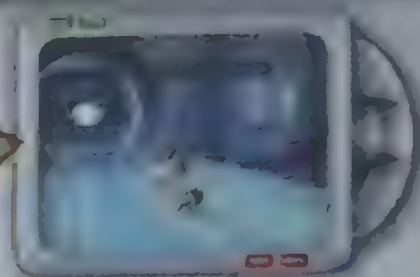
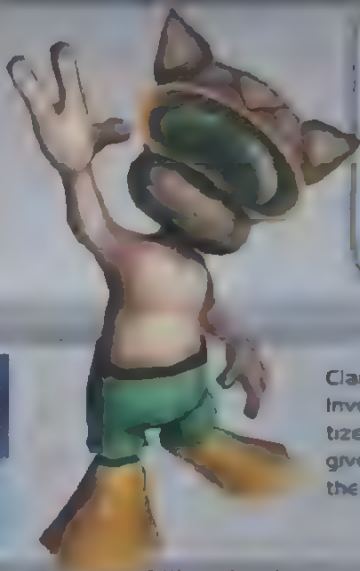


Returning from Planet Hoven, Page 103

Bring Raritanium to Inventor

Now that the two have the Raritanium from planet Hoven, return to Pokitaru and head into the sewers to give it to the Inventor. The teleporter will whisk the two right to him. Press the **A** button to trade your Raritanium for his Persuader. **[24]**

Turn to Planet Novalis, page 12 to use the O2 Mask and Hydro-Pack for the last Gold Bolt of Novalis.



Clank tosses the Raritanium to the Inventor, who then tries in vain to hypnotize the two to bring him more. He finally gives up and, as promised, hands over the Persuader to Ratchet.



HELP DESK

The Persuader

The Persuader is a black market device outlawed on most planets. It uses illegal technology to warp minds. Gadgetron does not support this device, especially since its Vendors are susceptible to its mind-bending powers. Once you have the Persuader

in your possession, it will automatically be equipped. Next time you shop at a Gadgetron Vendor, don't be surprised if new weapon prices are magically discounted.

Now that Ratchet & Clank have the Persuader, hop onto the teleport pad and head back to the ship. They can make a quick stop at the Vendor before taking off for Oltanis Orbit and the Gemlik Moon Base to see what discounts can be had. If you haven't purchased it yet, buy the Visibomb at its new low price of 10,000 Bolts. **[25]**



HELP DESK

The Visibomb Gun

The Visibomb Gun is the most effective long range gun made by Gadgetron. The weapon is capable of launching a remote-controlled Visibomb that delivers a payload with pinpoint accuracy. Its only downside is, once a Visibomb is fired, its user will be susceptible to enemy fire and the missile flight will be terminated. To use the Visibomb Gun, press and hold down the **L1** or **R1** button to go into the first-person perspective, then press the **○** button to fire off a Visibomb. Once the missile has been fired, you will be able to steer it using the left analog stick. It's possible to detonate it at any time by pressing the **○** button a second time. The Visibomb has an amazing range, but it is not indefinite. If it gets too far away from its user, it will lose its connection and fade out. Turn to page 104, Gemlik Base, to continue.



Drek's Planetbuster bomb is about to be lifted off this arctic planet. Ratchet & Clank must stop it before the mad man can carry out his maniacal plans.

LEVEL DATA

Missions:

- 1 Destroy the Planetbuster
- 2 Buy the Hydro-Pack from Ed
- 3 Explore the Icy Wastes

Items:

None.

Gold Bolts:

- 1 At top of small ledge using moving platform as jump slot.
- 2 On top of hidden platform inside hollow, water-filled mountain.

Infobots:

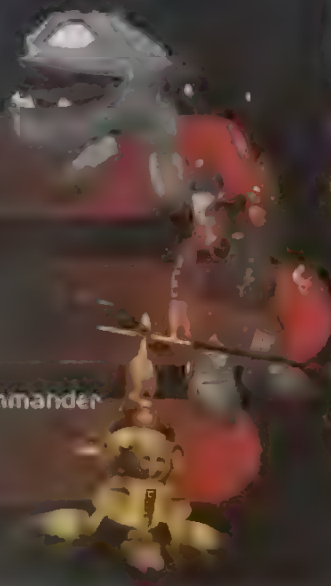
- 1 Receive after destroying the Planetbuster.

Enemies:

- 1 Anklebiter

- 2 Blarg Trooper

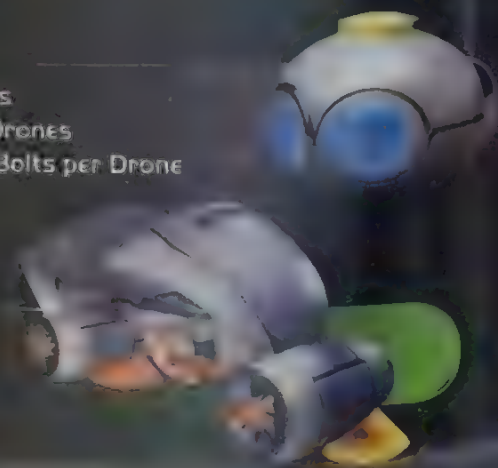
- 3 Blarg Hel-Commander



- 1 Drone Device
Cost: 7500 Bolts
Max Ammo: 10 Drones
Ammo Cost: 40 Bolts per Drone

Gadgets:

- 1 Hydro-Pack

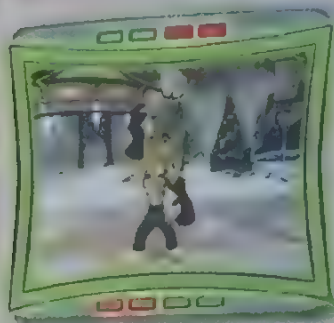


Destroy the Planetbuster

Before taking the path to the right of the ship, stop at the Gadgetron Vendor and see what he has for sale. The newest item on the menu is the Drone Device. Pick it up if you have the Bolts and get ready to move out.

HELP DESK

THE DRONE DEVICE



The perfect defensive device. Whenever the Drone Device is selected, it will automatically deploy a rotating shield of six protective Defense Drones around Ratchet & Clank. These Drones will absorb damage from incoming attacks, leaving Ratchet free to use other weapons. You can replenish any destroyed Drones in your stock by simply selecting the device again.

The furry creature dead ahead in an Anklebiter. Don't be fooled, it's not alone. As soon as you move in to attack, more will pop out of the snow and ambush Ratchet & Clank. These tough little critters will swarm the two and nip at Ratchet's ankles. Like most of the smaller enemies, the Wrench will work on a few — although it takes two strikes to fell them — while close to medium range weapons, such as the Walloper, Pyrocitor or Suck Cannon work on larger groups. (2)



Don't forget that the Thruster-Pack will allow Ratchet to Hover and Strafe (by double-tapping the **R1** button, then holding down either the **L2** or **R2** button and pressing left or right on the left analog stick). This maneuver comes in real handy when you want to mow down groups of multiple enemies.

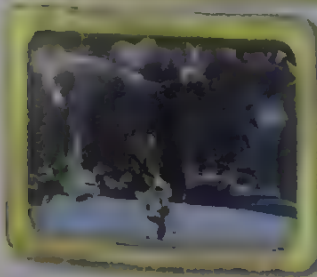


The Hover move will serve you well just about now. As Ratchet & Clank continue down the path, a group of gun-toting Blarg Troopers come pouring out. Quickly enter into the Hover mode and strafe back and forth while shooting the Blaster. You should be able to mow them down and avoid their fire at the same time. Double tap the **R1** button a second time to exit the Hover mode. (3)

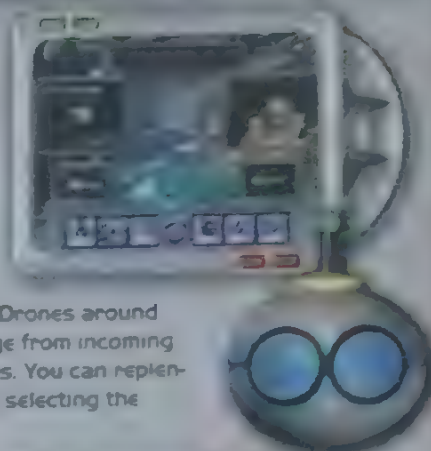
A second batch will appear from the left. Take them out as well, then head up the small hill behind the trees. Things look deceptively quiet up here. As the two

approach the foot of the hill, a pack of Anklebiters jump out of the snow and ambush them. Have the Pyrocitor or Walloper ready and hit 'em hard. There will be three or four waves of Anklebiters. (4)

GOLD BOLT



There is a valuable Gold Bolt perched high up on the mountainside to the right. A strange-looking vertical platform is ascending and descending in front of the mountain. Position Ratchet & Clank so they are in between the space of the platform and the mountain and, as soon as the platform reaches the ground, perform the Wall Jump maneuver and jump toward it. Continue jumping back and forth between the platform and the mountainside, timing your jumps with the platform, until Ratchet makes it to the top and the Gold Bolt.





Head back down to the main path and take a right. Another group of Blarg Troopers bust out from behind the large stack of Crates. You can do the Blaster and Hover thing, or you can toss a few pre-emptive Eggs of Doom ahead of time and save yourself the hassle. (1)



Before taking a left at the end of the path and following the platforms over the icy water, take a moment to deploy the Drone Device, and give Ratchet & Clank a little protection

As soon as the two ride over to the first platform, a hatch opens and releases a batch of homing mines. As long as the Drone Device has been activated, the Drones will absorb all of the damage. Activate another set of Drones and move onto the next platform

A Blarg Hell-Commander appears from behind a mountain. This one shoots rockets with amazing accuracy. Retreat a bit to give yourself a breather, then quickly target it with the Devastator to shoot it out of the sky. (2)

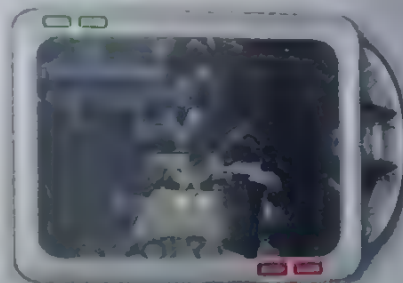


A group of Blarg Troopers will try and ambush you when you get off the fast moving elevator platform. Have a medium range weapon ready, and a batch of Drones protecting the two - and Ratchet & Clank will be just fine. A second Hell-Commander will attack them just around the corner - be ready for it.



Use the Wall Jump to get up the jump slot at the end of the platform, then head into the tunnel in the mountain wall. The tunnel leads to a conveyor belt that will whisk the two right into a Mine trap. Have a set of Drones protecting the two and the Blaster ready before stepping a foot on it. (4)

A second jump slot will lead them into another tunnel above where a pack of Anklebiters hidden in the snow are waiting to attack.



On the other side, a series of platforms are hovering up and down at a fast pace. Time your jumps so that you are hopping off of an ascending platform to a descending platform. Make sure to hold down the X button to Glide until Ratchet & Clank are safely on the platform. (5)

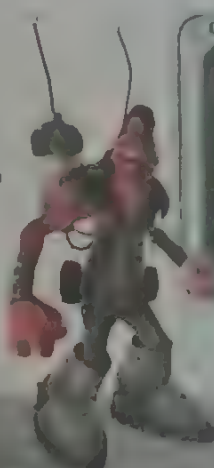


There is a stash of Crates up on a ledge on the mountain above the tunnel you just came out of. To get up to it, ride the first platform until it reaches its apex, then perform a double jump off of its edge and quickly press and hold the X button to Glide and grab the snowy ledge.

Hop across the platforms and take out the two Blarg Troopers on the other side. Head around the back door of the large hangar, then toss in a couple DoomEggs at the group of Blarg Troopers who have

their backs to Ratchet & Clank. How's that for a taste of their own medicine? (3)

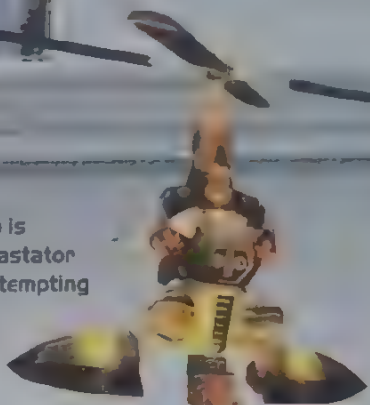
Deal with the Mines on the platform at the end of the conveyor belt and grab the Crates, then make your way back over and toward the next platform.





As the two move toward the platform, Clank sees that the ship carrying the Planetbuster is taking off. Ratchet spots a defense turret and is ready to take matters into his own hands.

There isn't a lot of time to spare, as the ship is preparing to take off. Quickly equip the Devastator and eliminate the Hell-Commander who is attempting to keep them from reaching the turret, then Stretch Jump across the conveyor belt and jump inside. (7)



BOSS BATTLE:


Planetbuster

MAXIMUS

This gun battle is fierce. The large ship carrying the Planetbuster is equipped with heavy armor and five machinegun turrets. It's also protected by a squadron of Hell-Commanders, just to make things tough on you.



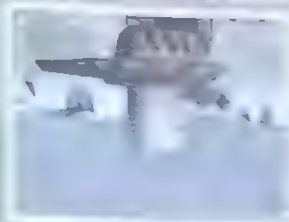
The key to bringing down the large ship and destroying its payload is to target and destroy it in pieces. If you aim at each of the five machinegun turrets, your crosshair will turn from green to red, indicating a lock-on. Focus your rockets at each individual turret, chipping away it until it explodes, taking a chunk of the ship with it.

As soon as a group of Hell-Commanders appear, immediately turn your attention to them. Constantly fire your turret's rockets, by holding down the  button, and eliminate the Hell-Commanders before returning back to the ship. While the ship's machineguns will damage your turret, the Hell-Commander's rockets are much more powerful.



Since the turret is not equipped with radar, make sure to sweep the viewing area every so often, as it's possible there might be one or two Hell-Commanders just outside the field of vision.

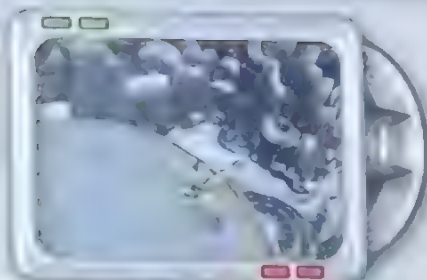




When the shooting is over, an Infobot hiding behind the defense turret appears. Its video shows a communique of Drek preparing his men for a surprise attack from his moon base against an unarmed planet. His orders are simple: destroy anything that moves, steal the power generators from Gorda City, then destroy anything that doesn't move. Oh, and don't forget to have fun. Both Clank and Ratchet want to get to Drek's base, but for different reasons.

MISSION 2

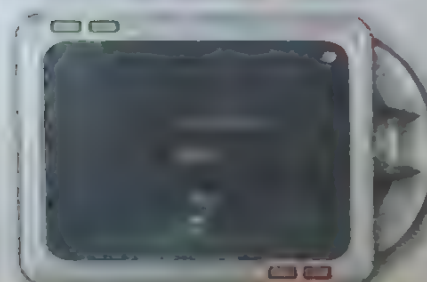
Buy the Hydro-Pack from Ed



The quickest way back to the main path below is to jump off the defense turret platform and Glide down. There is a small ledge with a group of Crates on it that the two can land on. (1) Right next to this ledge is an elevator platform that will take the two up to a new cave entrance — be ready for another group of Blarg Troopers to appear inside. The doorway in here drops off into a small pool of water. Ratchet & Clank find themselves in the inside of a hollowed-out mountain. (2)



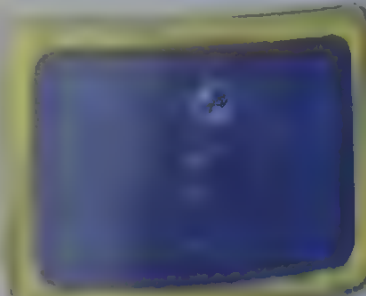
This area houses a large water tank in the middle, and there is an Insta-Faucet and Insta-Drain on either side of it. Head over to the Insta-Faucet and use the Hydrodisplacer to suck the water out of the tank. Next, deposit the water into the Insta-Drain on the opposite side of the tank. Now Ratchet & Clank can get to some of the higher ledges. (3) Hop onto the small ledge, then jump into the tunnel entrance along the wall. (4)

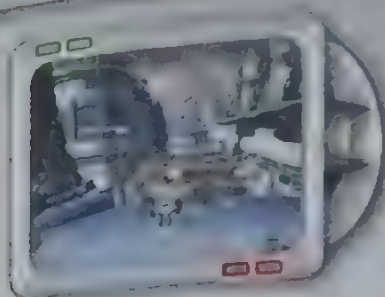


There is a second Insta-Faucet inside the small tunnel. Use the Hydrodisplacer to drain its contents, then swim over to the floating platform and hop onto the ledge to use the Insta-Drain. The water level rises once again. (5) Use the floating platform to get into the next tunnel. A third Insta-Faucet is inside. Suck the water, then swim around to the other side of the tank and empty the Hydrodisplacer into the Insta-Drain on the small ledge. The water level rises yet again. (6)



Before going any further, there is a Gold Bolt to be found. Dive underneath the water and follow the wall to the right. The first tunnel you entered (with the Insta-Faucet inside it) has a higher ledge that was unreachable from dry land. Ratchet should now be able to jump out of the water and onto the ledge and grab the precious Bolt.





The water level should be high enough for the two to get on top of the large tank. From here, they can Stretch Jump over to the open doorway and continue on. Back outside, they will be in a large valley lined with a series of conveyor belts hauling Explosive Crates back and forth. Head down the path and across the bridge into the first building. A bounty of Crates are waiting inside. Head out the other side (make sure to detonate the Crates on the conveyor belt from a safe distance) and follow the path. A pack

of Anklebiters will ambush the two. Have the Walloper ready. Clear out the remaining buildings, bridges and conveyor belts of enemies, then head into the shop at the end.



The shopkeep turns out to be a girl. She takes a liking to Clank, which obviously makes Ratchet mad and a little jealous. She offers to give him something special, a Hydro-Pack upgrade, which is helpful for swimming underwater. You should have more than enough Bolts to purchase the Hydro-Pack. Just press the button to buy it and Ed will do the rest.



Ed installs the Hydro-Pack upgrade and comments on Clank's good looks. Clank repays her compliment with one of his own and the whole exchange is just too much for Ratchet. Ed tells Clank to come back and see her any time.



HELP DESK

The Hydro-Pack

The Hydro-Pack upgrade is a black market offering not endorsed by Gadgetron. This upgrade significantly increases swim speed and even lets Ratchet & Clank swim against strong currents. The Hydro-Pack will automatically equip itself when in water and can be operated by pressing and holding down the **L1** button.



MISSION 4

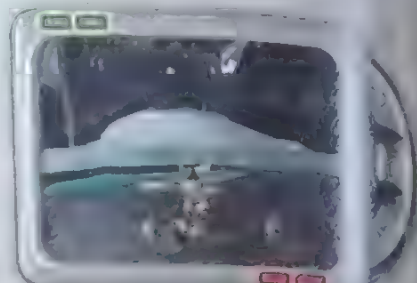
Explore the Icy Wastes



There's still more to do on Hoven. Remember the matter of the Raritanium? Hop the two on the teleporter and they will get whisked away back to the cave entrance. From here, hop down to the path, head back toward the ship, equip the Glove of Doom, then head into the doorway beyond. Toss a couple DoomEggs into the room as you enter, and the Agents will seek out the Blarg Troopers who storm in from the doorway on the other side. (1)



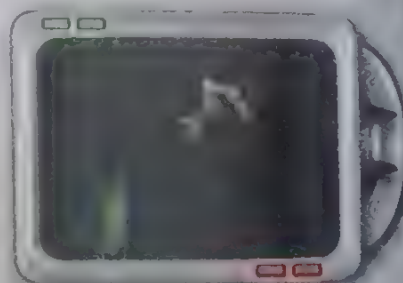
There is a set of Tripads in the next area outside. The first is right in front of the doorway and the other two are located on the slippery ice — one to the right and one at the top of a slope. Equip the Swing Shot, walk on the first one, then hop over the icy water to the second on the right. (2) Ratchet will slide on the slippery surface, and he won't be able to get to the top of the slope without some help. Use the Swing Shot on the green Versa-Target to grapple up to the third Tripad and activate it before they reset. (3)



You can also use the Thruster-Pack's Hover feature to float over the ice and get the Tripads without using having to use the Swing Shot. Be careful, though, the Pack won't hover over water.

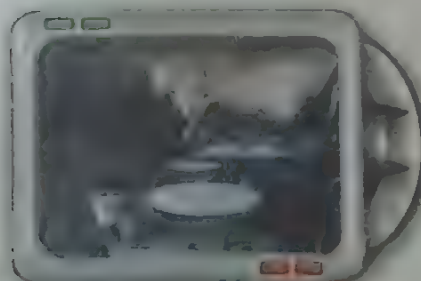
The jump slot in the next room has a set of Tripads along its walls. Jump toward the bottom-left one first, then time your jumps so Ratchet lands on the following two. (4)

Skate or Hover across the ice at the top, then hop over the icy stream and onto the metal platform on the other side. The long connecting tunnel across the way has a set of deadly laser beams that move back and forth across its width. There is a green Versa-Target at either end, which will whip Ratchet & Clank through the tunnel at a fast enough rate so that they can avoid the lasers. Shoot the Swing Shot the moment the lasers pass by each other in the middle of the tunnel. (5)



down. Shoot the Swing Shot at the green Versa-Target just as they pass it on the way down. (6)

Take care of the Anklebiters in the cave and carefully navigate the ice flow in the middle of the icy water. Another set of lasers is on the other side, except these move up and



The next area consists of a series of dangerous icy ledges. Use the Hover maneuver any time you want to instantly stop Ratchet & Clank. Jump over to the first ledge, then use the Boost Jump to get up to the next.

Get some momentum going and hop over the next two and onto the large section beyond. Have the Walloper or Suck Cannon ready to deal with the Anklebiters on the other side. (7)



Another way to instantly stop Ratchet & Clank on the slippery ice is to enter into the first-person perspective by pressing down the [L1] or [R1] buttons.



The next challenge is a tough one. There is a set of Tripads stationed at intervals across a very thin icy walkway. The Hover maneuver won't work here as Ratchet needs to touch the Pads to activate them, and the walkway is just too thin for the Thruster-Pack to maneuver gracefully. (B)



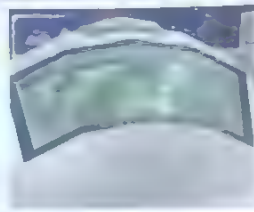
The best bet is to touch the first pad then continually jump and Glide toward the next two, making sure to land on the walkway each time Ratchet & Clank touch down. By continually jumping then Gliding, you will have more control over Ratchet and won't slip off the edge.



Ratchet & Clank approach a construct on worker who is having a problem with his drill. He asks the two if they have any spare parts as his drill is continuously being broken by tough rocks. Clank recognizes the rock stuck in his drill—it's Raritanium! Ratchet kindly offers to fix the drill, snagging the Raritanium in the process.

Now that they have the Raritanium, they can trade it to the Inventor back on Pokitaru for his Persuader. Glide down from the high building to the ship and head back to Jowai Resort's warmer climate. (Turn to Planet Pokitaru, Page 95 to continue)





Drek's army is preparing to launch a heavily armed surprise attack from his new Moon Base against a completely unarmed planet. As Ratchet & Clank are making their way to the Base, Drek gives Qwark one more chance to take care of the two nuisances. His new assignment: take the shuttle to the Base and ambush the two using Drek's Star Fighter – one more screw up and the endorsement deal is over.

LEVEL DATA

Missions:

- 1 Explore Base
- 2 Shoot Down Captain Qwark

Items:

None.

Weapons:

None.

Gadgets:

None.

Gold Bolts:

- 1 In hidden force-field tunnel inside Base. Use the Visibomb to take out the Control Tower.

Infobots:

- 1 Receive for shooting down Captain Qwark.

Enemies:

- 1 Robosquawkers
- 2 Blarg Space Commanders
- 3 Blarg Gunners
- 4 Blarg Space Fighters



Explore Base



Ratchet & Clank touch down on Gemlik Base, but they're not sure if they are too late — Drek's ship is nowhere in sight. If they are going to catch up to Qwark and Drek, they need a faster ship. Clank suggests that perhaps the Base houses such a ship.

Ratchet & Clank need to stop Drek's invasion, which will be launched from this Moon Base. In order to do so, they will explore their surroundings and do whatever they can to hamper the operation. The Gadgetron Vendor has no new weapons for sale, but it's a good idea to max out your ammo while you're here. In particular, make sure to stock up on Devastator and Visibomb ammo. Execute a Stretch Jump and a Glide from the top of the landing pad to get down to the bridge below. When the two land on the bridge, it will extend to the pad, allowing them to access the ladder and climb back up, if need be. [1]



There is a stack of Crates hidden behind the ladder to the landing pad.

The flying enemies waiting on the platform behind the bridge are Robosquawkers. These hovering robots will touch down and swarm at Ratchet & Clank. Pull out a close to medium range weapon to take them out — the Walloper or Pyroditor do the job quite nicely. [2]

HELP DESK

Control Towers



The pulsing Control Towers located all around the Moon Base are what power its force fields. If you're going to get further into the Base, Ratchet & Clank are going to need to take them all out. The only weapons powerful enough to do the job are the Devastator and Visibomb. Lucky Ratchet & Clank own them both.

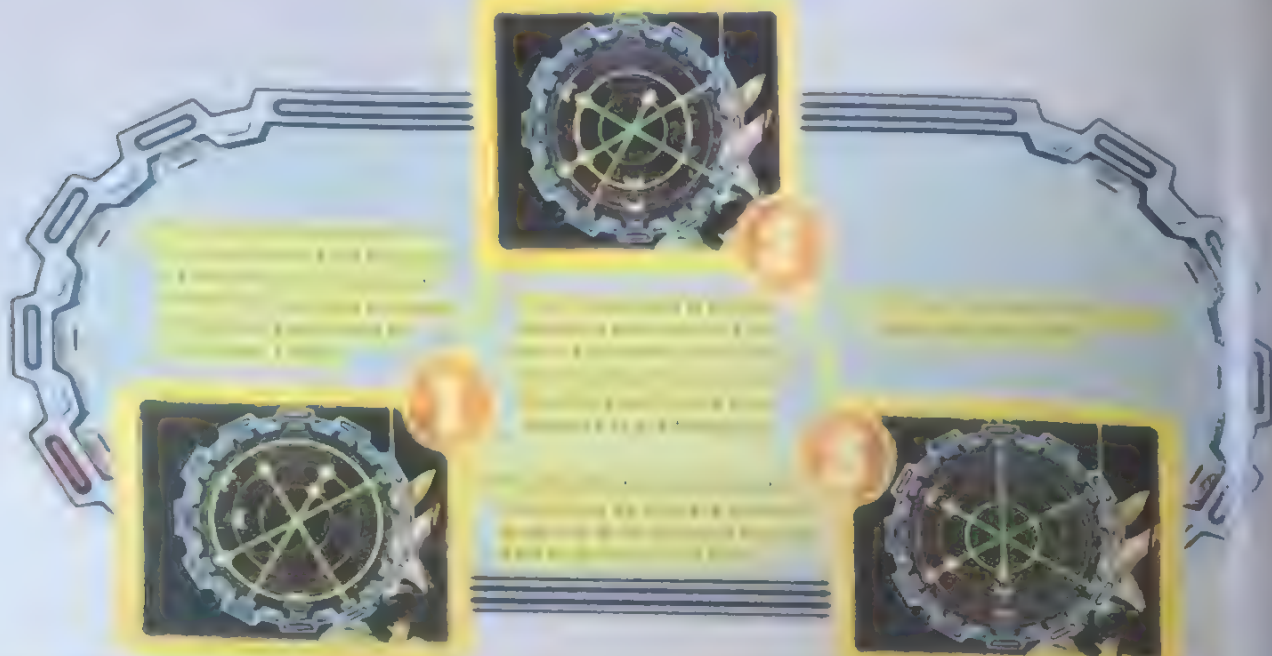
Use the Devastator on the first Control Tower and take it down. As soon as it crashes to the ground, take the steps up to the next platform. The area around the corner houses a group of Robosquawkers and a Blarg Space Commander.

There is also a force field in the left corner keeping Ratchet & Clank from moving on. If you look off into the distance a little to the right, you will see another Control Tower. Equip the Visibomb Gun and steer a missile over the fence and into the Tower. When it explodes, the force field goes out. [3]

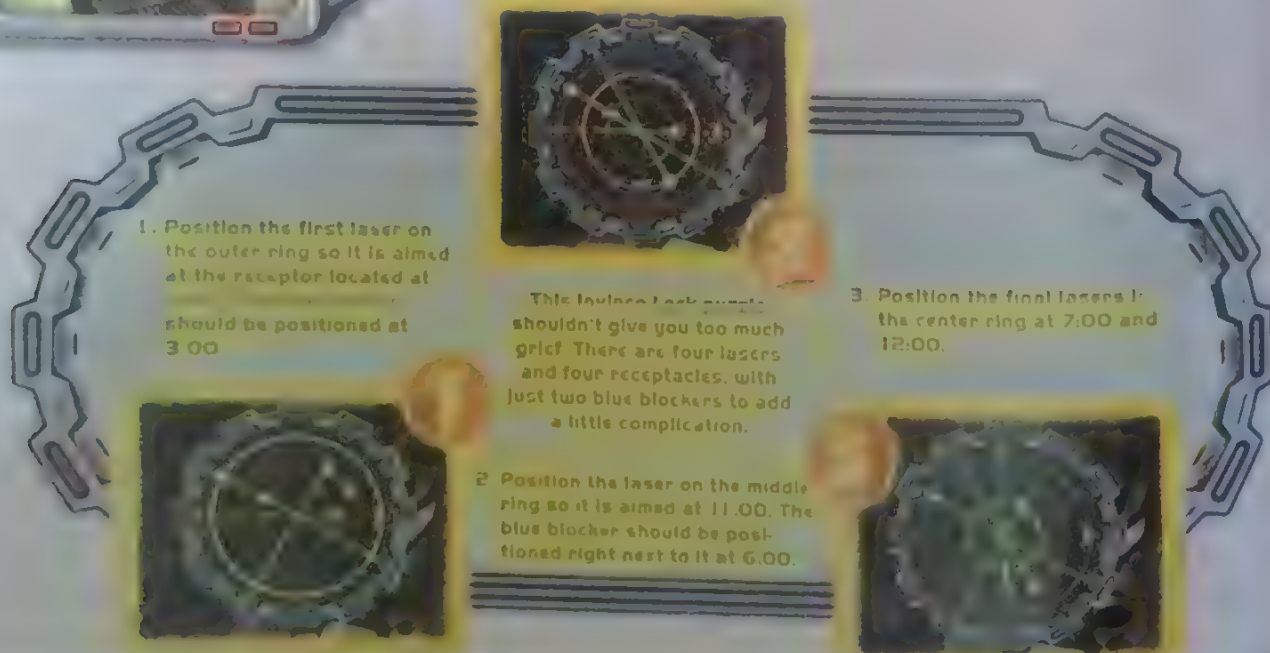
Before hopping down to the next platform, take a moment to scan the area beyond. Off in the distance is a new enemy — a Blarg Gunner. These thugs sit inside gunnery stations and will send a barrage of machinegun fire Ratchet & Clank's way as soon as they step into their field of vision. Stealth is the best strategy here, as it's nearly impossible to avoid their fire. The small raised platform off to the right will provide just the right amount of protection from the Gunner, allowing the two to get around his fire, as he can only aim up to a certain height. [4]



Use the platform to get up, then around, to the backside of the gunnery station, then give the Blarg Gunner a solid whack with the Wrench. There is an Invincio-Lock here, pull out the Trespasser and go to work.



The door opens and reveals another Blarg Gunner dead ahead. Again, don't try to tackle him head-on, make a beeline for the steps to the right. Use the platform above to get around his gunnery station, then tackle him from behind. Another Invincio-Lock blocks their path. [0]





Yet another Blarg Gunner is ready and waiting for Ratchet & Clank beyond the door. There is no raised platform to protect the two, but there is a lowered one off to the left. Have a good weapon ready, such as the Blaster, before jumping down there, as there are two Blarg Commanders situated below. Use the Stretch Jump to avoid the Gunner's fire, then take out the two Commanders before they can retaliate. Be ready to jump over their fire if they shoot first. [E]

The next area has a few 'Squawkers, as well as some deadly vats of polluted waste. If Ratchet & Clank are too close to one when it goes off, they will take some damage. Stay far back and use the Blaster to eliminate them. [E]



HELP DESK

Vats:

Drek has been storing some of his radioactive waste on the Moon Base. These highly unstable vats will explode if hit by weapon fire, setting off deadly chain reactions if there are multiple vats near one another. Stay as far back as possible to clear them out, and use a long-range weapon, such as the Blaster, to do so. You can also use these vats to take out other enemies.



Another force field outside of the hangar is keeping Ratchet & Clank from continuing on. Luckily, the Control Tower is conveniently located right next to it and can be destroyed with the Visibomb Gun. Stand back to get a good vantage point, and steer a missile right into it. [4]

The ship hovering inside the hangar is a Blarg Space Fighter. As soon as the force field is down and the two approach, it will shoot a volley of missiles their way. Stay back and use the Devastator or Visibomb Gun to take it down. [E]



If you want to be extra sneaky, you can use a Visibomb to take out the ship before deactivating the force field, giving Ratchet & Clank one less obstacle to worry about before moving on.



There are two more Blarg Space Fighters on the other side of the hangar. Stay back and target them from afar with the Devastator or Visibomb Gun. The area outside is also filled with radioactive vats and one lone Blarg Commander. A well-aimed Devastator shot can set off the vats next to him and create a lethal chain reaction. Make sure to collect all of the booty from this area before taking the elevator down. [E]

The interior of the Base has a drainage system filled with radioactive waste. It ebbs and flows at a steady pace, making navigation a challenge. Stay out of the middle section of this room and jump across to the other side. You can opt to shoot the 'Squawkers from across the way, or deal with them close range, after jumping across. [E]



The tunnel beyond fills and empties at regular intervals. There is a set of five platforms leading across it, to an opening on the other side, but all but the middle get immersed in the goo when it rises. Wait for the waste to begin to lower and, as soon as the lower platforms are exposed, quickly jump over to the raised middle one. [09]

CONTINUED



If you take a second and look over to the left before jumping off of the high, middle platform, you'll notice a sparkling Gold Bolt inside a tunnel, tucked away behind a force field. The only way to deactivate the force field to get at the Bolt is by finding the Control Tower that is powering this particular one — easier said than done. Now, look to the right. See that hole? It's just the right size for a Visibomb. Aim the Visibomb Gun at the hole and shoot one into it. This is where things get tricky. There is a tunnel opening, way above at the top of the Base, which will lead into the core where the Bolt and Control Tower are located. When the missile is outside of the tunnel, clear the overhead platform, then hang an immediate right and pull it upwards. Continue to steer up and to the right until you can see the roof of the Base. The tunnel entrance should be dead ahead. Enter it, then aim the missile downwards and follow the tunnel until it strikes the Control Tower inside. The force field should now be deactivated. Stretch Jump across to the tunnel and claim your prize.

Wait for the goo to ebb and flow a second time and, as soon as it's safe, continue across the two remaining platforms and into the next area. The waste continues to ebb and flow in this next tunnel. There are no platforms to jump across, but there are a couple of yellow Versa-Targets. Before swinging over to the next area, use the Devastator and eliminate the trio of Blarg Space Commanders waiting on the other side. [2] Next, equip the Swing Shot, wait for the waste to lower quite a bit, then quickly swing across before it rises. [3] There's a Magne-Strip at the opposite end. Walk onto it and get ready to take a dizzying and dangerous walk. The orange liquid is just as deadly as the green stuff (one touch and it will suck the two in). Watch to see how high up it rises before trying to traverse the Magne-Strip — it just licks the top of the Strip and completely covers the sections that curve downwards.

Position Ratchet & Clank so that they are right at the top of the curve, and wait for the liquid to recede. [4] As soon as it starts to subside quickly follow after it and traverse the curve until they are at the top of the second one and out of the goo's reach. Repeat a second time, then follow the Magne-Strip until it lets them off at the next tunnel — where another Blarg Commander is waiting. [5]





In order not to trigger the Blarg Space Commander at firing at Ratchet & Clank, walk off the Magne-Strip to the left or right, instead of straight ahead



The tank below is overflowing with the green waste. There is a set of vats below that need to be eliminated before Ratchet & Clank can safely make it to the ledge above. Use the Devastator and take them out, then wait for the goo to subside and execute a Stretch Jump and Glide to get across to the platform. It's going to take a Boost Jump to get them up to the ledge before the waste gets them



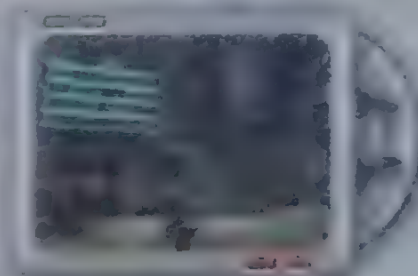
The elevator takes the two up and back outside. Straight ahead is a force field blocking the entrance to a hangar. Around the corner to the right is a set of steps leading to a Gadgetron Vendor. Take care of the Robo-squawkers in the immediate vicinity and stock up on ammo. (7)

Before leaving the area, turn around and take a look at the hangar. There is a large window, giving them a direct view to a Control Tower. (8) Use the Visibomb Gun and steer a missile right through and into the Tower, eliminating the force field below in the process. While you're here, use the

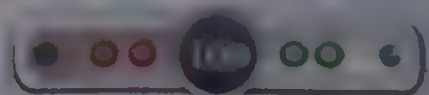
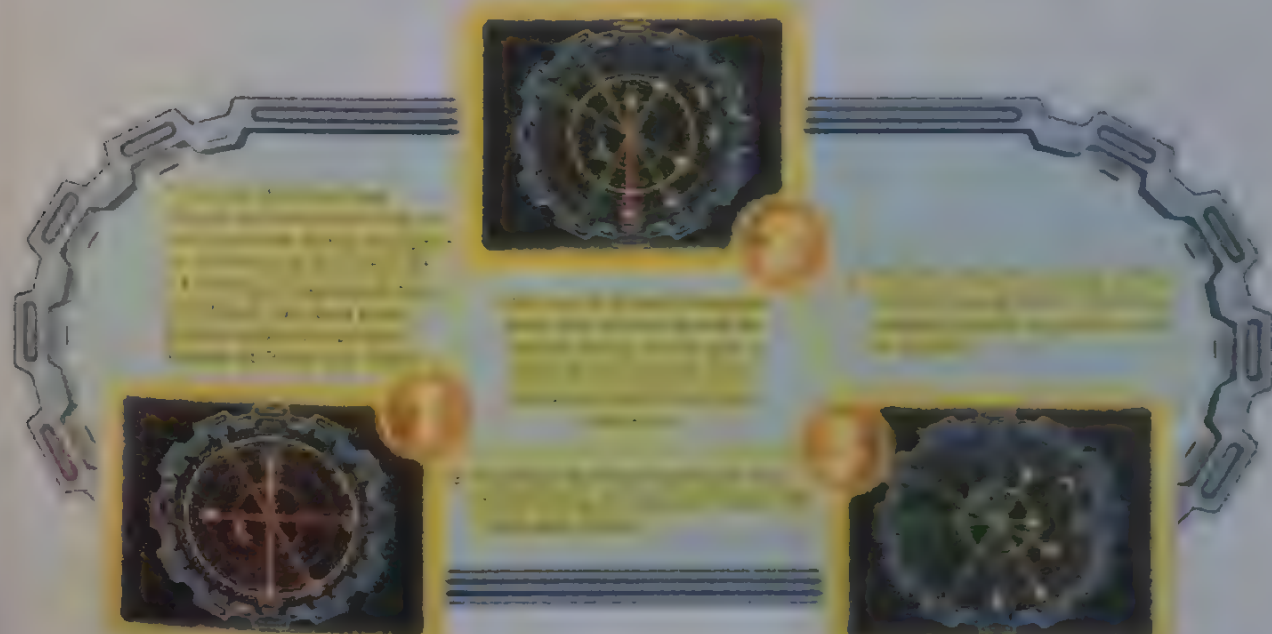
Visibomb Gun a second time to take out the Blarg Space Fighter inside as well. (9)



Hopefully, the vats inside the hangar weren't destroyed, as they can be used as platforms to get up to the ledges and their Crates on either side.



Clear the area beyond of vats and enemies, then drop down to the platform to the right. Be wary of the trio of Blarg Gunners stationed against the Base's wall. As soon as you get in range, they will start shooting. Ignore them for the moment, and pull out the Trespasser to deal with the Invinco-Lock at the structure's end to the right.

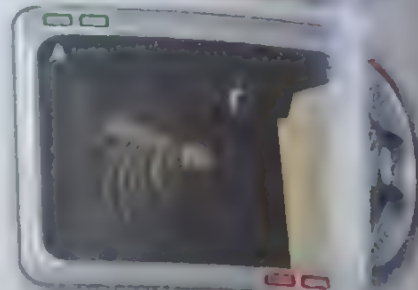




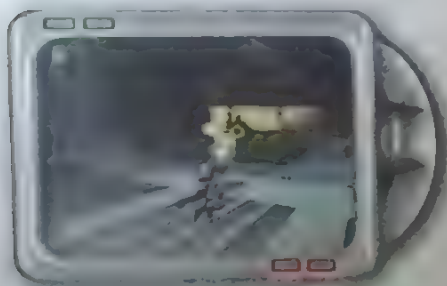
Head into the building and set off the vats. Their explosions should take out the Blarg Gunners inside their stations, clearing the way for Ratchet & Clank on the other side. Break out the Devastator at the other end of the building and take out the two Blarg Space Commandos below, then hop down to set off two Blarg Fighters who will appear behind the Base's wall. Quickly hop back up, take them out, and then finish off the 'Squawkers with the Walloper or Pyrocitor.



There are three small portholes along the side of the building here. If you look inside them (enter into the first-person perspective to do so), you will see a Blarg Gunner at the opposite end. Use the Devastator and target each one of them to eliminate a lot of grief later on.

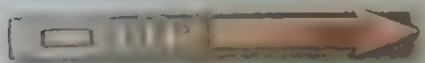


Hop up onto the next platform and continue on. Up and around the corner are the three gunnery stations. Now that you have eliminated the Gunners, Ratchet & Clank will have no problem strolling by to the next area. Hop onto the elevator platform down at the end and the Magneboots will adhere to its magnetic surface, as it flips around and drops the duo off at their next destination.



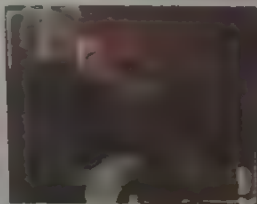
This doesn't look good. When the two walk off of the Magne-Strip, they will be accosted by wave-after-wave of Robosquawkers. To make matters worse, they just keep regenerating due to the multiple Generators in this large chamber's corners. There are also a few Blarg Commanders inside here to make things more interesting. Guard Ratchet & Clank with the Drone Device, equip a good short-to-medium range weapon, such as the Walloper, Pyrocitor or Suck Cannon, then make way for the four Generators in the four corners.

Try and stay one step ahead of the Commanders, while making the Generators your first priority. As soon as all four Generators have been eliminated, concentrate on taking out the rest of the enemies. The large launch window along the left hand wall is safe from the Commando's fire. When the room is clear, a door opens in the back of the chamber.

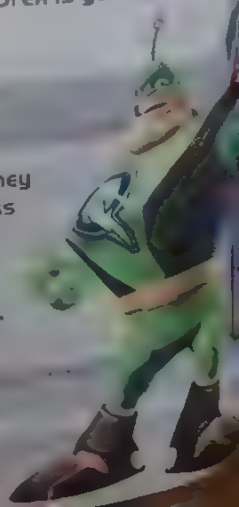


It's possible to shoot down the shuttle hanging from the chamber's ceiling. While Ratchet & Clank won't receive any Bolts for it, one less ship for Drek is good.

Take the elevator up to the next level, then jump up the stairs and get ready for a major space battle.



As soon as Ratchet & Clank head back outside, they encounter Captain Qwark. The smug Qwark mocks Ratchet, who leaps at him and misses. Qwark disappears for a moment, only to rise up on top of a huge Star Fighter. Clank points out a Jet sitting in a close-by hangar and the two hop in after Qwark. It's go time!



Shoot Down Captain Qwark

BOSS BATTLE:

SPACE

Qwark, backed into the corner by Chairman Drek, is going to pull out all the stops to get rid of Ratchet & Clank. Qwark's Starfighter is equipped with an arsenal of heavy artillery, which includes homing missiles, mines and a tractor beam. Other hazards to watch out for include asteroids and Drek's personal platoon of crack Blargarian Fighters. The Starfighter's weak points are its jets along its backside.



Controlling the Jet Fighter:

Controlling the Jet Fighter is similar to the ship on planet Pokitaru. The left analog stick maneuvers the Jet, the **○** button fires its machineguns, the **△** button fires homing missiles and the **□** button engages its afterburners. There are two windows in the heads-up screen: the missile indicator along the left hand side, and the ship's damage meter and radar in the bottom right. Along the top of the screen is Qwark's health meter. The other important thing to look for is the target indicator. This green arrow will appear when Qwark moves out of viewing range, and will point in the direction of his location. Just follow it to find the Starfighter.

Qwark will attack Ratchet & Clank in waves. The first wave consists of a barrage of homing missiles. You should keep the machineguns firing continuously (press and hold down the **○** button), while locking the targeting reticule on the Starfighter's jets.



When the targeting reticule changes color from green to red, let one loose.



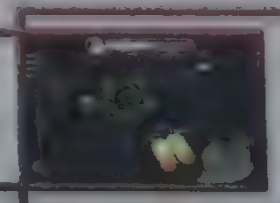
Make sure to concentrate on shooting down his homing missiles while trying to take out the jets, as multiple hits from his missiles will cause serious damage to your ship. He will also let loose a handful of mines, which are difficult to shoot down. Try and avoid these if at all possible.



As soon as you have whittled down a chunk of his damage meter, he will turn the ship around and hit Ratchet & Clank with a tractor beam. Hitting the Starfighter anywhere with your machineguns will cause it damage, but he will retaliate with a barrage of missiles. They come one at a time in intervals from each side of the Starfighter. Just make sure to aim your ship at each side as the missile is launched.



He will eventually turn tail and free the two from his grip, while a wave of Blarg Saucers enter the fray. You will have to take them all out before you can go back to attacking Qwark (he throws up a shield around his Starfighter). Try and save your missiles for Mr. Big Chin himself, and take out the small fish with the machineguns.





These guys will leave health and ammo Crates in their wake — engage the afterburners to grab them while avoiding obstacles, such as the large asteroids and the base's structures



There is a hidden area where you can go to restock on missiles and health. Leave the battle and fly to the underside of the base. You will find a hangar bay with four bullseye targets. Hit all four, and the hangar opens to reveal the stash.

As soon as the Blarg Saucers have been eliminated, Qwark will rejoin the battle. Watch out for more mines and missiles, while making sure to lock-on to the remaining jets on the back of his Starfighter and take the pieces out with your missiles



He will pull out his tractor beam a second time, this time the pattern of the missiles is random

The last wave is more running while attacking with mines and missiles. Stay on his tail and take out the few remaining jets to send him in tailspin



Thanks to Ratchet's excellent piloting skills, Qwark goes down and crash lands on a distant planet. Clank compliments Ratchet on a job well done but before the two can enjoy their success, an Infobot appears from the cockpit of a sleek new ship. The video it displays shows journalist Darla Gratch reporting from Gorda City. The City is under siege from Drek and his minions and it seems all hope is lost. The news soberes Ratchet, who realizes how selfish he's been, but Clank points out that it's not too late to stop the mad man. They decide to take the new ship and track him down.

The ship will take the two to their next destination — the war torn streets of Gorda City on planet Oltanis.

In addition to the City being reduced to ruins, thanks to the Blarg attack, there is also a fierce electrical storm raging across the planet's surface. When the two hop out of their ship, Clank gets struck by lightning, scaring the heck out of Ratchet. The electrical storm makes it unsafe for Clank to venture outside, so Ratchet is going to have to go this one alone.

Missions:

- 1 Find Survivors of the Blarg Attack
- 2 Buy Infobot from Scrap Merchant
- 3 Purchase Gadgetron PDA from 'Steve'
- 4 Search the Destroyed City

Gold Bolts:

- 1 Up on a Swing Shot platform at the end of a narrow walkway.
- 2 Hidden platform on the side of icy ledge.
- 3 Hidden in a walled section along icy ledge. Have to shimmy over to it.
- 4 At the end of the Swing Shot segment after completing all missions.

Infobots:

- 1 Purchase from Scrap Merchant for 1,000 Bolts.

Gadgets:

- 1 Gadgetron PDA

Enemies:

- 1 Minibots
- 2 Scoutbots
- 3 Plumbots
- 4 Machinegun Turrets
- 5 Blarg Heavy Interceptors



Weapons:

- 1 **Thunderbolt**
Cost: 40,000 Bolts
(30,000 with Persuader)
Max Ammo: 240 Volts
Ammo Cost: 1 Bolt per Volt

- 2 **Lightning Bolt**
Cost: Free
Max Ammo: None
Ammo Cost: Free

MISSION 1


Find Survivors of the Blarg Attack

Since Clank can't join Ratchet on these missions, he will be stripped of Clank's upgrade abilities. While he will still be able to use all of his weapons, gadgets and items, special maneuvers, such as the Boost Jump, Stretch Jump and Glide are no longer available.

A quick stop at the Gadgetron Vendor reveals a new weapon for sale — the Tesla Claw. Since Ratchet owns the Persuader, the weapon is marked down from 40,000 to 30,000 Bolts. If you have enough to make the purchase, do so now. [1]

HELP DESK

The Tesla Claw:

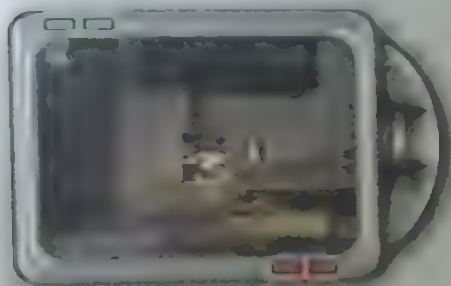
Using state-of-the-art Electrostatic technology, the Tesla Claw is the pinnacle of Gadgetron weapons technology. The Tesla Claw is capable of sending a powerful, medium range stream of charged particles at your nearest foe, destroying it with deadly efficiency. To use this charged-up weapon, just press and hold the  button. The Tesla Claw will automatically seek a new target whenever its current target is obliterated.



There is a yellow elevator disc that will whisk Ratchet down to the town square of the City. From here, he can choose three paths: The taxi to the right will deliver him to the Upper City; the path straight ahead will take him deeper into the ruins; and the Magne-Strip to the left will take him up to an icy walkway above. Take the path straight ahead for the time-being. [2]

After dealing with a few Scoutbots, Ratchet will encounter a new enemy, Plasmabots, which will pop out of a hatch at the end of the pathway. These robotic sentries can shoot long-range bolts of plasma energy, which will

sweep the area in a wide arc looking for its intended target. Since they will retreat back inside their hatch if you move out of range, long distance weapons such as the Devastator and Visibomb won't work here. The best strategy is to move in and toss a few DoomEggs from the Glove of Doom their direction, then retreat. [3]

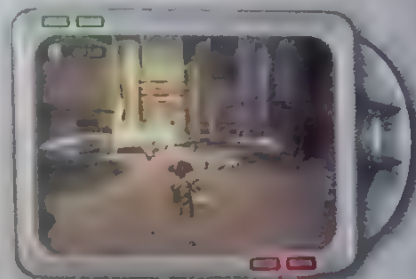


Stay on the main path and jump up to the next section. A Blarg Minibomber will appear and will start dropping its explosive payload along the path. Stay back and use a long range weapon, such as the Devastator to drop it from the sky. Have the Glove of Doom ready as you hop Ratchet up to the next area. Another four Plasmabots will pop out of a hatch from around the corner. [4]

As soon as Ratchet jumps up onto the next platform, he will be accosted by another Minibomber from above, and a group of Plasmabots on the ground. Use the Visibomb to take out the Bomber from a safe position

on the lower platform, then hop up and toss a DoomEgg or two to take out the Plasmabots.

Continue up to the next area to the right and, before hopping onto the grind rail to take a short ride, make sure you have a shield of Drones and a good close to medium range weapon such as the Walloper or Pyrocitor equipped. There are two sets of Plasmabots ready to ambush Ratchet on the other end of the rail. [5]



COLLIDING REALITIES



The first of four Gold Bolts is hidden away on a platform high above. If you take a moment to look up, you should see a green Versa-Target spinning in the air, high above. Equip the Swing Shot and grapple up there to grab the Gold.



There is also a Sand Mouse House in the corner. Put on the Sonic Summoner and get a little help.



Hop up to the next walkway and watch out for the Minibomber to appear as you begin to embark down the path. Retreat a bit and use the Devastator or Visibomb to eliminate it, then move on. One more Plasmabot will emerge from the platform above to shoot at Ratchet. Use whatever long range ammo you have left to target it from afar. (S) A Machinegun Turret will appear at the end of the long walkway when Ratchet jumps up to it. There is no time to waste using a weapon, just time your jumps as the stream of bullets sweeps across the path, and make your way over to it.



Up ahead, you'll find three parallel grind rails. Hop on the middle rail and get ready for some action. Three Plasmabots emerge from the hatch behind Ratchet and join the chase. They will shoot out their electrical streams at him and you will have to jump from rail to rail to avoid them. Watch their hands, as they will start to glow just before they are going to shoot. This is a good warning indicator and should give you enough time to take evasive action. The order of the shooters



goes: middle, left, middle, right, middle, left. (7)

When the camera angle changes perspective, leap from the middle to the left rail; There is a deadly force field blocking the middle path, and another in front of it blocking the to right paths. (A) A third force field blocks the two left paths dead-ahead. Quickly jump over to the far right rail and make sure to either avoid or whack the Mine.

Buy Infobot from Scrap Merchant



As soon as Ratchet & Clank drop off the rail, they are welcomed to the Scrap Merchant's shop. Apparently, all the bombing has caused the old fellow to go a bit deaf, and he has a hard time deciphering what Ratchet is trying to tell him. It appears that, after the bombing, no one is allowed to buy anything, but he does have a few busted goods he'll part with. He offers up an Infobot for the super low price of 2,000 Bolts.

You should have plenty of currency to buy the Infobot from the Scrap Merchant. Just approach him and press the (A) button to make the purchase.





Ratchet gives him the Bolts and the geezer gives him the Infobot. The Infobot shows an advertisement for the Blarg Ultra-Mech Unlimited. The mech on the video looks like it packs some serious firepower. The Infobot also gives the coordinates for planet Quartu, where the Robot Manufacturing Plant is located



MISSION 3

Purchase Gadgetron PDA from 'Ste

Activate the floor switch to transform the gate into a ladder, which leads back down to the town square. Before hopping onto the taxi, there is still another path you can take. See the Magne-Strip to the right? [1] Follow it up to the elevator platform, then ride the platform to the icy ledge high in the sky.



The wind is fierce up here, blowing from the southeast to the northwest at gale forces. Once Ratchet gets onto the ice, it's possible he could be buffeted around like a rag doll. He needs to get into the opening across the way but, if you don't get a good head start and aim for the left hand corner, he will be blown

off the ice and onto the ledge below. [2]

Follow the Magne-Strip beyond as it twists its way high above Gorda City. Use the wrench on the revolving Mines and be extra careful not to fall.

The wind is too strong up here to get on to the ledge straight ahead, but the icy portion to the right is doable. The electricity shooting across the ice will definitely hurt Ratchet, but it is fairly easy to double jump over them. Slow down after the last jump and steer for the Magne-Strip. [3]



A curved section of icy ledges waits for you along the next section. Make sure to try and steer Ratchet along the inside of the curve while jumping over the electricity and gaps. If he gets too far along the outside edge, it's a sure bet he will fall off. [4]

Want to get the booty from those Crates? Don't try and walk off the Magne-Strip, use the OmniWrench's Comet-Strike instead.

Follow the Magne-Strip to the large icy platform, then get ready to tackle a Blarg Saucer and a Plasmabot. Don't skate too far onto the ice. Stay back and target the Saucer with the Devastator, then toss a DoomEgg to take care of the 'Bot. [5]



There is a Gold Bolt up here, cleverly hidden on a small platform in the right hand corner. Carefully skate over to the general area (there are a few Crates in this corner), then drop off to the platform below to grab the prize.



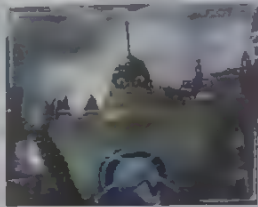
Head over to the platform along the far back left corner, then jump up, grab the ledge, and shimmy to the right — there is another Gold Bolt to uncover before continuing down the next icy walkway. (3)




Instead of hoisting Ratchet up onto the icy walkway, keep shimmying to the right and pass the wall. The Gold Bolt is just beyond, its view blocked by two partially destroyed walls. Jump up and grab it, then drop back down, grab the wall and shimmy back over to the icy walkway in the middle.

As soon as Ratchet's on it, he will start slip-sliding toward the electricity barriers. Hop over them and steer to the right when he reaches the end. There's a platform here with

what looks to be a makeshift Gadgetron Vendor. (7)




When Ratchet approaches the ramshackle Vendor he recognizes its salesman — it's none other than Captain Qwark! It looks like, er, "Steve" has fallen on hard times. He reads from a boiler plate and tries to sell Ratchet the Gadgetron PDA (Personal Delivery Assistant). It's yours for only 1,000 Bolts. Press the  button to buy the PDA from "Steve." "Steve" gives Ratchet a hearty Qwarktastic thanks, then remembers he's just a guy named Steve. Oh, how the mighty have fallen.

HELP DESK

The Gadgetron PDA:



The Gadgetron Personal Delivery Assistant can be deployed anywhere for instant ammo delivery. To use it, simply equip the device and press the  button. The Gadgetron sales screen will appear and be at your service instantly!



Search the Destroyed City

Take the Magne-Strip behind "Steve's" Vendor shack to an elevator platform and ride it back to the town square. The taxi on the ledge below the ship will take Ratchet to the Upper City. The moment they step off, they will be greeted by a Machinegun Turret. Hop over the stream of bullets and take it out. The ships patrolling above are Blarg Heavy Interceptors. If Ratchet is caught in their searchlights, they will sound an alarm and activate any Machinegun Turrets in the general vicinity. If you can avoid getting caught, it will save you a ton of grief. You have two choices: You can either go commando and shoot the Interceptor with the Devastator or Visibomb Gun (activating the Turrets beyond), or you can avoid the spotlight and take the stealth route. (4)



If you activate the Machinegun Turrets, use Devastator or the Glove of Doom to take them out. The walkway ahead is just too small to try and hop over their criss-crossing streams.



Jumping up to the next platform will test your skills. There is one Scoutbot Generator in the far left hand corner and another on the platform above. You can use two Visibombs to target them from far away or if you're feeling brave, equip the Walloper and head for the Generators first. The Decoy Glove can also come in handy here.

There are two more Machinegun Turrets on the platform beyond. As soon as Ratchet jumps up to the next ledge, they will activate and send a stream of bullets whizzing


over his head. The easy way to get rid of them is to shoot two Visibombs and target them from below. Use the Swing Shot on the green Versa Target to get over to the platform once they have been eliminated.



Jump Ratchet up the ladder, then get ready to pull some stealthy maneuvers. As soon as Ratchet is at the top of the ladder, don't move! If he walks into the light of one of the Heavy Interceptor spotlights, multiple Machinegun Turrets will pop out of the ground and make life very difficult for the fuzzball.

Instead, watch the Interceptors' lights, wait for them to head in the opposite direction, then move past them. Stay on the left side of the long path, and stop in between each spotlight to take a breather. The Machinegun Turret locations are perfect indicators as to where to stop, as they are directly out of the spotlights' range.

When Ratchet gets to the final portion of the pathway, wait for the Interceptor to pass by, then run and follow behind its spotlight to the end.

There is a hover platform with a green Versa-Target over it circling around the burned out building at the end of the path. Equip the Swing Shot and, as soon as you see it come around the building, press and hold the  button to grapple onto it.



A second green Versa-Target is stationed just inside a tunnel in the building to the right. Ride the hover platform around until you get it in your sights, then shoot the Swing Shot to grapple over there.

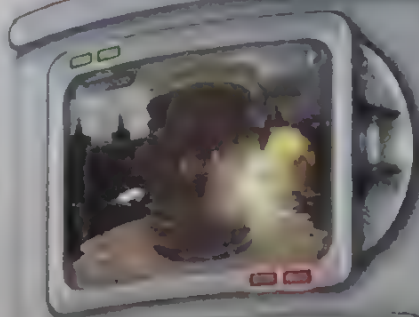
The tunnel has four Blarg Heavy Interceptors circling around its interior. If you set them off, four Machinegun Turrets will pop out of the center, and another four will come out of the four corners, catching Ratchet in a deadly

crossfire. The best way to get through the room undetected is to wait for a spotlight to pass by, then quickly run and follow it counter-clockwise around the room and to the exit.



The set of unstable towers on the other side must be jumped across. To make matters worse, there is a Machinegun Turret on the other end shooting out a spray of bullets. Quickly hop from one tower to the next while jumping over the stream at the same time.

Another hover platform with a green Versa-Target is circling the area. When it gets within range, shoot the Swing Shot and grapple onto it. Cautiously move to the front of the platform and ride it around until you are in range of a second hover platform. Use the Swing Shot again to grapple over to it. A third and final hover platform is circling below. Use the Swing Shot a final time to get down onto it.



Before hopping down into a whole heap of trouble, stay on the circling hover platform, equip the Blaster, and go into its sniper mode. You should be able to target and take out all of the enemies in the air and on the ground without breaking a sweat. (7)

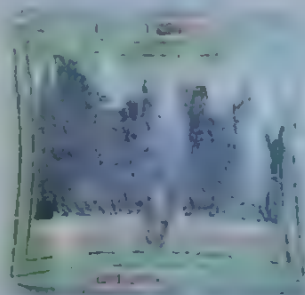
Jump down and take the ladder up to the top of the circular tower. At the top, Ratchet will find a new weapon, the Morph-o-Ray.

HOT IDEAS

The Morph-o-Ray

While it originated as a failed attempt to create a Disintegration Ray, the Morph-o-Ray has now become one of Gadgetron's most popular devices. Just shine the medium range Morph-o-Ray beam at your foes by pressing and holding down the button then watch them turn into harmless chickens! Holding the beam on smaller enemies for short periods of time will instantly turn them into poultry, while larger enemies may take longer to convert.

All of the missions are now complete, but there is still one Gold Bolt left to find. Hop onto the grind rail to take you to the ship. As Ratchet approaches the landing pad, a Blarg Bomber shoots a missile at the town square, blowing up a statue and revealing a hidden floor switch underneath it.



Versa-Targets will appear in the sky. Hop onto the rubble to get high enough to use the Swing Shot and start swinging. There are a total of nine Versa-Targets. A final green one will allow Ratchet to grapple onto a small roof.

There are two Blarg Interceptors circling around the building to the right, both with green Versa-Targets overhead. Wait for one to make its approach, then grapple on to it. As soon as Ratchet reaches the ship, the Swing Shot will let

go. Be prepared to press the button a second time to grab it again, then let go and grab the yellow Versa-Target beyond it. (1) Swing over to the next building roof.

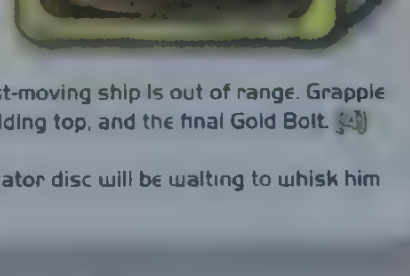
Timing is key on the next set. The yellow Versa-Target will lead to nothing but air, but there is another Interceptor flying around the vicinity with a green Versa-Target over it. Swing shot onto the yellow Versa-Target, then keep the button held down and wait for the Interceptor to appear. As soon as it does, let

go of the yellow Versa-Target and grab the green one over the ship. Make sure to re-grapple onto the ship one or two times until you can swing onto the next yellow Versa-Target, then get onto the next building roof. (2)

There are two Interceptors flying around the area to the left. Wait for one to appear from below, then grapple onto it. Keep re-grappling onto the Interceptor until you can safely swing to the yellow Versa-Targets. (3) When you get to the second yellow Versa-Target, stay on it until you see a new Interceptor appear in front of you. It's possible to get some momentum, if Ratchet is no longer swinging by pressing forward and backwards on the left analog stick. You have just

one or two seconds of opportunity to grab the green Versa-Target before the fast-moving ship is out of range. Grapple onto it, then grapple onto the final green Versa-Target to drop down onto the building top, and the final Gold Bolt. (4)

The waiting taxi will take Ratchet back to the town square, where the yellow elevator disc will be waiting to whisk him back to his ship. It's time to head for planet Quartu and the Robot Plant.





As Ratchet & Clank pilot their new ship toward planet Quartu, one of Drek's scientists has come to the brilliant conclusion that the two are still very much alive and kicking. Since Drek's new planet is nearing completion, he needs a solid plan to remove the planet that is in the way of its orbit. While his crack team of Blargarian "geniuses" work on the plan, Ratchet & Clank are on their way to learn more about the Ultra-Mech

Missions:

- 1 Explore the Coolant System
- 2 Find Out More About the Ultra-Mech
- 3 Destroy the Ultra-Mechs
- 4 Infiltrate the Secure Area

Weapons:

None.

Gold Bolts:

- 1 Inside the Invenco-Vault at the end of the arena walkway. Need CodeBot to unlock.
- 2 Hidden room above mainframe computer.

Infobots:

Receive from Mom for infiltrating the Robot Plant.

Enemies:

- 1 Plasmabots
- 2 Sentrybots
- 3 Chompers




Items

- 1 Bolt Grabber
- 4 Blarg Heli-Commanders
- 5 Ultra-Mech Unlimiteds



Explore the Coolant System



The main portion of the Robot Plant is down the path straight ahead. But, before attempting to infiltrate it, the Plant's Coolant System might offer up some useful technology. The ladder to the left of the Gadgetron Vendor will get Ratchet & Clank inside.  There is a set of three Tri-Rings in the water below


HELP DESK


Tri-Rings




Similar to Tripads, these rings, once Ratchet & Clank swim through them, will allow them to move to another area. As soon as Ratchet & Clank swim through one of them, it will disappear. There are three Tri-Rings in the water below. They will have approximately ten seconds to find and swim through the other two.

Use the Hydro-Pack upgrade to swim through the water. The door will open revealing a tunnel.  These moving laser beams are deadly. Swim to the corners of the tunnel, then quickly swim forward and pass them by when they are crossing on the opposite end. 



The water-filled tank in the next area is crackling with electricity — one dip of a paw and the smell of burnt fur will permeate the air. The switch on the platform in the middle of the tank will temporarily shut the electricity off for one minute. As soon as the timer is activated, dive underneath, activate that Hydro-Pack and head into the open tunnel. 

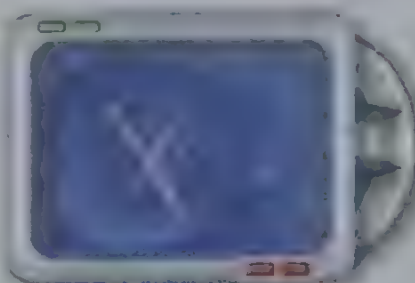
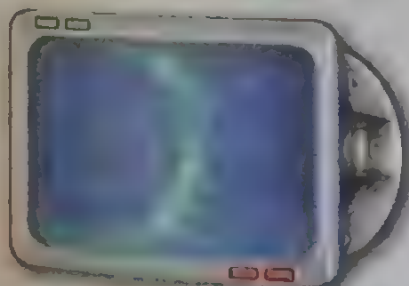
The revolving lasers inside the tunnel move at a fast clip. The best strategy for avoiding them is to aim for the end that is just moving upwards and dive underneath it. 

Take a right inside the next large tank and swim through the three Tri-Rings while avoiding the vertical lasers. The last ring is just in front of the next tunnel and will activate its doorway. 

The next set of lasers see-saw back and forth. Again, aim for a corner and try to avoid them as they rotate, while keeping the Hydro-Pack at full speed. You should have at least 30 seconds left on the clock at this point.

Swim through the next tank, avoiding the vertical lasers, and head into the tunnel beyond. This tunnel curves to the left and has a combination of rotating and see-sawing lasers.

Take a left inside the next tank and swim through the next three Tri-Rings.  A final doorway will open just beyond. Make a dash for it! Quickly swim to the surface and hop out before the timer hits zero and the water becomes electrocuted. Congratulations! Mission complete! Grab the tiny shiny object in the center of the room and get ready to move on. 



HELP DESK

Bolt Grabber:



The Bolt Grabber is one of Gadgetron's most popular gadgets. Once you own one, it permanently attaches itself to your belt, and its super-strong magnetic qualities will attract Bolts over much greater distances.



MISSION 2

Find Out More About the Ultra-Mech

The connecting tunnel will lead Ratchet & Clank back outside to their ship, where they can head down the pathway toward the area below. There is a new enemy guarding the entrance to the Robot Plant down here — a Sentrybot. These Robots are close cousins to Clank, but they are aggressive and lethal, and can shoot a high-speed projectile from their arms when they are alerted to Ratchet & Clank's presence. Watch for their antennae to change color from green to red. If they do, you've been spotted. Stay back and take them out with the Devastator. (1)

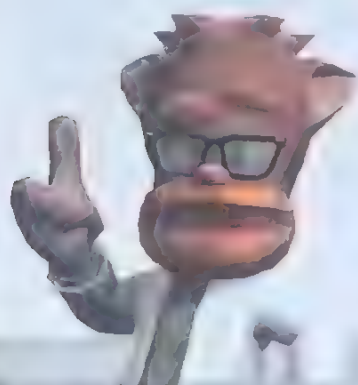


The blue-lit pad at the front of the Robot Plant will open the doorway. But, since you don't have the means to disguise Ratchet & Clank, they won't be able to infiltrate the Plant. The friendly folks at HelpDesk clue the two in on the Hologuise, which is located on another planet. You'll have to come back here later.



There is a bridge with a few Plasmabots patrolling its length off to the left that will allow Ratchet & Clank to keep exploring

Quartu. Eliminate them, then use the Swing Shot on the yellow Versa-Target to get across the gap. Use the Pyrocitor or Walloper to take out the Chompers on the other side. (2)



Be ready for a pack of Plasmabots to appear from a hatch a little ways up the walkway.

Have the Glove of Doom equipped and toss a few DoomEggs their way. Continue down the walkway and keep the Glove of Doom handy. There are two more sets of Plasmabots around the corner. Toss them in and use the walls for cover from their electric rays. (3)



Head through the room on the right and back outside to meet a friendly Scientist.



The duo walk in on a Scientist who is trying to work out a complex formula. It turns out he was hired to create a machine capable of manufacturing huge mechs, but had no idea Drek was behind it. He's now trying to destroy his invention, but needs more time. Clank Involuntarily is elected to do the job. The Scientist asks him to step on the machine to become enlarged, so he can slow down the advancing Ultra-Mechs and give the Scientist a chance to put an end to his Infernal invention.

Destroy the Ultra-Mechs

The Scientist's invention will transform Clank into Giant Clank, who can take the Ultra-Mechs on robot-y-robot. Just position Ratchet & Clank onto the glowing orange platform and press the **△** to transform into Giant Clank.

HELP DESK

Giant Clank

When Clank transforms into Giant Clank, he becomes a robotic fighting machine equipped with the latest in Gadgetron technology. Giant Clank can pull off a variety of moves and attacks.

1 Super-Strike: Pressing the **○** button will cause Giant Clank to execute a powerful punch. Pressing the **○** button three times in a row will pull off a powerful Super-Strike combo.

2 Rapid Fire Missiles: Giant Clank can shoot an unending supply of missiles from his arms. To shoot rapid fire, press and hold down the **△** button. Giant Clank will not be able to move while firing missiles, but will be able to rotate around in 360 degrees.

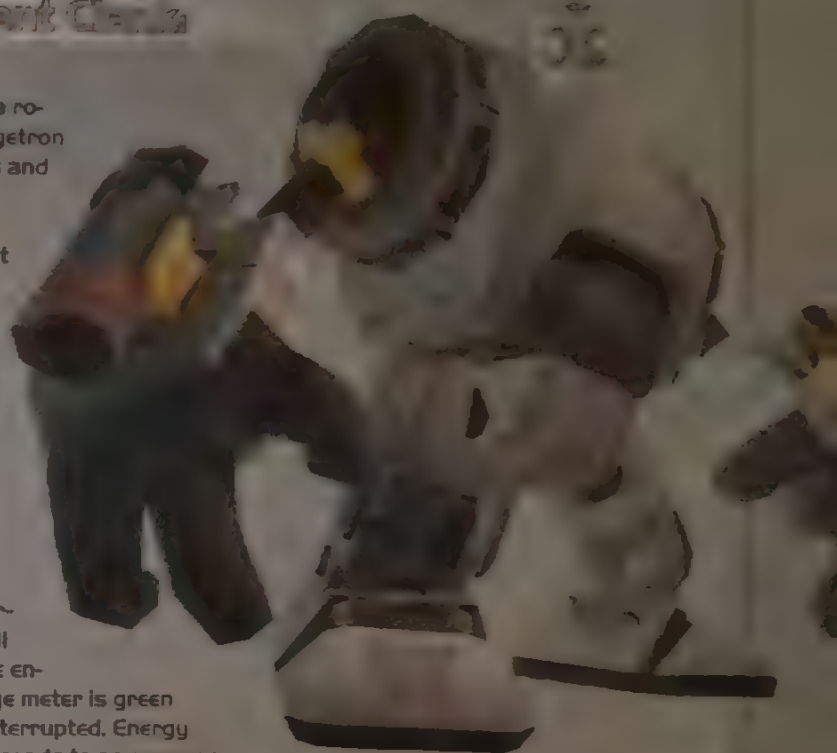
3 Energy Wave: Giant Clank can shoot out a powerful projectile that will send out a burst of energy, obliterating anything in its path. Pressing the **△** button will shoot the Energy Wave. It can only be used when the energy indicator on the top-left of Giant Clank's damage meter is green and, if he is hit while shooting it, the attack will be interrupted. Energy Waves are infinite, but they do require about four seconds to re-energize before Giant Clank can fire off another.

4 Shockwave Slam: Giant Clank can jump off of the ground and land with a small but powerful shockwave. Just press the **○** button to jump in the air. When Giant Clank lands, he will send out the rippling wave of reverse energy.

As soon as Clank is transformed into Giant Clank, he will be able to punch through certain barriers and walls. Press the **○** button to break down the walls and head back out onto the path. **(1)**

As soon as he is out on the main path, Giant Clank will be assaulted by wave after wave of Chompers, Plasmabots and Blarg Heli-Commanders. Use combinations of punches, jumps and missiles to take them out, while continually breaking down the barriers and moving forward. **(2)**

When Giant Clank gets to the end of the walkway, turn to the right and enter the arena. It's time to take the Ultra-Mechs down.




BOSS BATTLE:

Ultra-Mechs

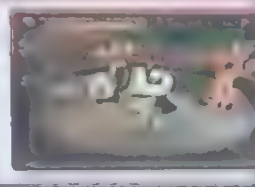
The arena is sealed behind Giant Clank, forcing him to fight wave after wave of enemies. The Ultra-Mechs are tough opponents and what they lack in power, they make up for in numbers. They can also punch with devastating force when fighting in close range, and will shoot out homing missiles from far away. To keep him busy, a whole battalion of Biarg Heli-Commanders will continuously fly into the arena and pepper Giant Clank with machinegun fire.

Battle Strategy



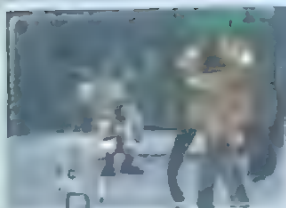
One: Upon first entering the arena, stay back and continuously shoot rapid-fire missiles from Giant Clank's arms. Keep the  button held down and pick away at each Ultra-Mech that hovers into the arena, while also shooting the Heli-Commanders out of the sky.

Two: Try and stay in a position where you can see the whole arena. If you move to one side or another, you won't be able to see the Ultra-Mechs who are targeting Giant Clank from off the screen.



Three: Use your punches for when the enemies get in close. Don't try and swipe at an Ultra-Mech or Heli-Commander from too far away, as you will ultimately miss and give them more time to pepper you with fire.

Four: Use the Energy Wave wisely. While it will wipe out anything in its path, it will also leave Clank susceptible for a second while he is preparing to unleash it.





When the carnage is over, the Scientist congratulates the two on a job well done. He was able to take the time to re-calibrate the machine so it will only work with Clank's circuitry. He also rewards them with an Infobot, which displays a commercial for Gadgetron's newest creation, the Hologuise. This is just the gadget Ratchet needs to infiltrate the Robot Plant.

Since they need the Hologuise to finish their mission on Oltanis, it's time to head back to the ship and take off for Gadgetron HQ (Turn to Planet Kalebo III, Page 127 to continue).

Returning from Planet Kakebo III, Page 132



Infiltrate the Secure Area

Now that the duo have secured the Hologuise, they can infiltrate the Robot Plant back on Planet Oltanis. Head back down to the Plant entrance and equip the Hologuise before stepping on the blue-lit pad. The force field blocking their path can only be turned off from the inside, but a quick friendly wave to the Sentrybot on the other side should get him to deactivate it for you. Press the  button to wave.




 As long as the Sentrybots are looking in Ratchet & Clank's direction, the two will be in danger of alerting them to their presence if they are not in robot form. If and when you turn off the Hologuise, make sure you are out of the Sentrybots' line of sight.



Position Ratchet & Clank behind the Sentrybot that just let them and press the


 button to attack it with the Wrench (it takes three strikes) or, better yet, use the Walloper. If a Sentrybot catches them before turning back to robot form, they will press the red buttons and set off the defense system, which will fire deadly projectiles for a limited amount of time. 


Wait for the Sentrybot above to turn its back, then hop up onto the ledge and quickly change back into robot form before it can see them. Take it out when it's safe.

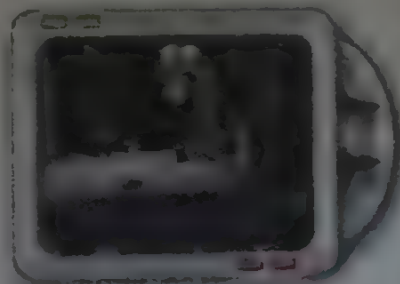
The room above has a doorway on the other side, with a patrolling Sentrybot. Jump up and grab the ledge, but don't pull Ratchet up.  Wait for the Sentrybot to turn and walk the other way then jump up and change back to robot form. Repeat this process to jump over to the platform, then repeat it once more to get to the opposite side. Be quick. Press the  button as soon as they touch ground. Grab the goods on the other side, turn back into robot form and continue on. The conveyor belt will take the duo onto a small platform. Across the way, there are three Sentrybots, but only the two on the ground are close enough to see Ratchet & Clank. 



To figure out who can and can't see Ratchet & Clank in their disguise, press the  button and wave a few times. The ones that wave back are the ones within eyesight range.

Watch the two Sentrybots on the bottom floor from the edge of the platform. As soon as the one on the right starts walking with its back to you, and the other turns its head away and is walking to the left, quickly exit out of robot form and hop over to the platform. Make sure to quickly change back as soon as Ratchet & Clank land on the other side. 

Carefully eliminate them and don't let either of them get to the alarm button. When it's safe, jump up the ladder and wait for the Sentrybot above to turn its back and walk the other way before jumping onto the platform. Continue up to the top of the ladder, then shimmy across the ledge to the left. Make sure to avoid the radioactive waste being dumped off of the conveyor belt above. Ratchet can pull himself up on the other side. 



Turn the corner then transform into robot form and wave at the Sentrybots to get them to deactivate the force field. When you get in the middle of them, convert back break out the Walloper and keep them away from the alarm.



Hop up the ladder and change back into a robot. The door at the end of the small tunnel leads them outside. There are two Sentrybots on the platform below. When they go behind the closed door, change and use the Devastator when they reappear. Glide down to the platform below and collect the Bolts from the room they came out of. Change back into robot form and take the conveyor belt into the next room. Take care of the Sentrybot then jump up and grab the ledge on the right. Wait for the set of Sentrybots to turn around, then hop up and convert into a robot. When they turn around a second

time, quickly double jump onto the small conveyor belt and again over to the middle platform. Change back before they turn around to keep their identity safe. Repeat the process over the next conveyor belt (don't over jump into the abyss) and then use the Walloper on all three.



The next set of doors open to reveal a large gap between buildings. There is a Sentrybot with its back to Ratchet & Clank across the way and two walking around that can see them. As soon as the two disappear equip the Devastator and take the lone 'Bot out. Next, change back and wait for them to disappear again, then Swing Shot to the platform. Take the other two out fast. There is no alarm on this side.



Use the Thruster-Pack's Power Slam maneuver on the switch to open the next door, then convert back into robot form. Get the lone Sentrybot to let you in, then let him have it.



Ratchet & Clank reach the mainframe computer and boot the system. She recognizes her son and tells him he has done well, but there is still more to do. She gives them an Infobot which shows Drek addressing his fellow Bling. Drek says their new planet is ready but there is an obstacle in its way — planet Veldin. It just so happens Veldin occupies the galaxy's perfect orbit, and Drek is going to unleash his latest weapon, the Orplanetizer, and blow it to smithereens.

LEARN TO SWING

Use the Swing Shot and grapple up, then head through the small tunnel — it's tucked away inside a small room beyond. Take the slide down to the main area outside, then head to the ship and set its coordinates for Veldin Orbit. (Turn to Veldin Orbit, Page 133 to continue)

Returning from Veldin Orbit, Page 136

GOING TO VELDIN

To get the Gold Bolt on Oltanis, Ratchet & Clank need the CodeBot. There is an Invincible-Vault located at the end of the walkway outside the arena where Clank transformed into Giant Clank earlier. Approach the CodeBot lock and it will automatically insert itself and unlock the Invincible-Vault. Inside, you'll find tens of thousands of Bolts and one very shiny Gold one. (Turn to Planet Veldin, page 137)



Drek is really starting to get annoyed. Ratchet & Clank have become a thorn in his side and he is sending his Blarg Elite Commandos down to Kalebo to take care of the nuisances. If they happen to bring down Gadgetron in the process... so be it.

LEVEL DATA

Missions:

- 1 Get Past the Blarg
- 2 Win the Hoverboard Race
- 3 Ride the Grind Rail
- 4 Find New Equipment

Gold Bolts:

- 1 Along grind rail – activate three pads to access track.
- 2 In Gadgetron Employee Breakroom.

Infobots:

None.

Weapons:

None.

Enemies:

- 1 Blarg Elite Commandos

- 2 Armed Transports

- 3 Seekers

- 4 Test Dummies

- 5 Chompers

- 6 Race Dummies

1 Map-o-matic

2 Gadget

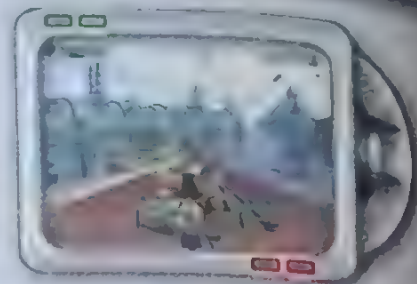
2 Hologuis



Get Past the Blarg

Welcome to the beautiful and majestic planet of Kalebo III, home of Gadgetron Industries. Drek, aware that Ratchet & Clank are closing in, has sent down some very mean and nasty Blargs to deal with them. It's up to the two to find someone in charge and tell them about the Blarg.

There is only one path when the two exit their ship. The blue moving sidewalks can help whisk Ratchet & Clank toward their destination, but they can also deliver them right into the enemy's clutches. There is a group of Blarg Elite Commandos down the path, just past the second sidewalk mover. These hovering soldiers aren't all that smart, but they are good at what they do. If you get close, they will target and shoot a burst of fast-moving projectiles. Use a long range weapon, such as the Devastator, to take them out from afar. [1]



You can also use the sidewalk movers to your advantage. A couple of well-tossed Mines from the Mine Glove will deliver your surprise present to the group of Seekers around the corner.



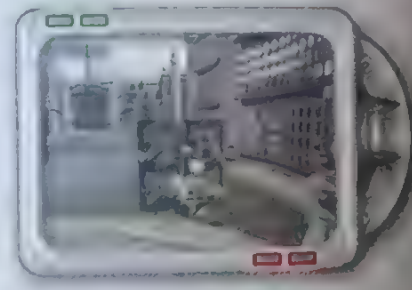
As Ratchet & Clank start to ride the next sidewalk mover, an Armed Transport drops off four Elite Commandos who are locked and loaded. Quickly retreat a ways (carefully use the Stretch Jump) and use the Devastator to take them out. Make sure you eliminate the two off to the right, as well as the two directly down the path. [2]

A whack with the wrench will activate the switch and let Ratchet & Clank inside Gadgetron's lobby. Once inside, there are three paths from which to choose. The middle

path is barred by a set of lasers, so that leaves just two for the time being. Take the open doorway to the right first, where a pack of Chombers are waiting — give them a mouthful of Walloper! [3]



When the duo enter the room beyond, the doors seal shut and they find themselves in the middle of a gadget test. Small robots come pouring out of the multiple doors and start tossing Gadgetron Bombs. These Test Dummies are easy to deal with, just avoid the Bombs and use the Morph-o-ray (or even the Wrench and its Hyper-Strike move). When they finally stop coming out, the main doors will open and let Ratchet & Clank go free. [4]



Equip Ratchet with a Drone shield, then ride the elevator up to the next platform. A trio of Elite Commandos are waiting for him at the top. Quickly head for the cover of the Steel Crates, then dart out when they've stopped shooting. [5] Aim and shoot the Devastator at one of the goons, then take evasive action and jump back behind the

Crates before they can retaliate. Repeat the process until all three are gone. [6]

Shoot the switch below with the Blaster, equip another round of Drones, then Glide down into the next room while the lasers are still deactivated. There is a pack of Seekers inside the room, but your Drones, in combination with the Blaster, should take care of business. [7]



Ratchet & Clank find themselves inside another locked testing room. These Test Dummies are taking the Walloper through its paces, and Ratchet & Clank are the target. Don't bother wasting ammo on these little guys, the Hyper-Strike move works really well.



There are a couple more Elite Commandos outside. Use the hallway corners as cover and target them with the Devastator. The next step is to equip another set of Drones, then equip the Blaster or Pyrocitor. Stretch Jump across to the platform, then deal with the Seekers.

Use the Swing Shot to get to the ledge below, take out the pesky Chomper, and activate the switch (you can use the

Comet-Strike and save ammo). The green Versa-Target above will whip Ratchet & Clank up and onto a grind rail.

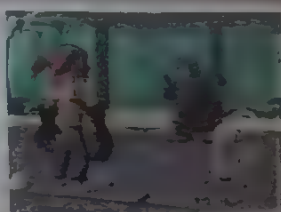
The short ride drops them off onto another platform. Deal with the Chomper, then equip the Glove of Doom and head into the next test room. These Test Dummies are equipped with Pyrocitors — tougher to avoid and deal with than the Bombs and Wallopers. Toss out some DoomEggs and let the Agents of Doom help you out.



You should be able to target and deal with the trio of Elite Commandos from the safety of the hallway. Unfortunately, when the two head outside, an Armed Transport drops off another batch. Use the Steel Crates for cover and pick them off with the Devastator. Make sure to take out the Armed Transport as well.

A few more Seekers lie in wait down the path. A couple of Mines tossed out from the Mine Glove, in conjunction with the Taunter, will keep your hands clean.

The final test area houses a mixture of Pyrocitor, Bomb and Walloper Test Dummies. Use the Glove of Doom to even the odds, then finish up with the Blaster or Hyper-Strike.



Around the corner, the two run into the President of Gadgetron Industries. Ratchet tries to tell him about the invasion, but he isn't worried in the least — Gadgetron's defenses are the best that money can buy. His real trouble is that he is looking for a hip, young Hoverboard star that the kids can look up to. Ratchet volunteers for the job if he can beat the Mayor's Testbots in a race the good ship.

Win the Hoverboard Race

If Ratchet can win the race, he will not only be Gadgetron's biggest star, but he will also get some cool Gadgetron equipment as a bonus. Ratchet will be competing against a grid of six Race Dummies in a three lap race. Press the  button to enter the race.



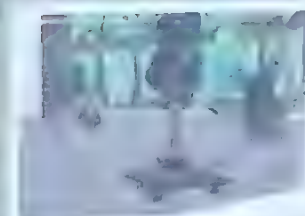
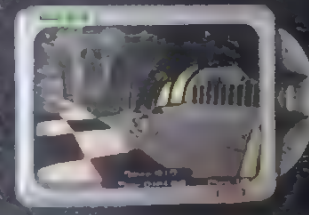
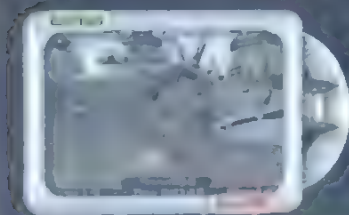
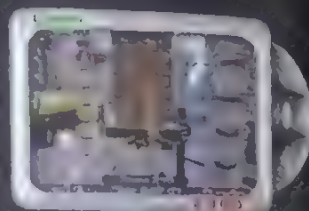
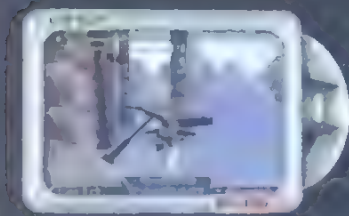
General Tips and Basic Race Strategies:

- 1 Turbo Boost:** Pulling off tricks in exchange for turbo boost is very important. Recognize good trick opportunities and build up your turbo meter to bust out extra speed on the straight-a-ways. As a refresher, a variety of tricks can be executed by pressing combinations of the **Y**, **X**, **Z** and **C** buttons. You can also spin in the air by pressing the left analog stick in any direction. To use the turbo you've stocked up, press and hold down the **Q** button. The turbo meter is located in the top left-hand corner of the screen.
- 2 Rockets:** Since this is Gadgetron HQ, the Hoverboard races include a little something extra. Littered across the track are Gadgetron Rockets. To pick them up, just ride over them. These Rockets will home-in on the nearest competitor and will temporarily knock them out of the race. To fire one off, just press the **Q** button. Ratchet can hold up to three in his inventory. One good thing to note: the competitors will not fire back.
- 3 Short Cuts:** The Gadgetron track has a few tricky shortcuts that can help put Ratchet in the lead. These sections of track are sealed off by force fields and can only be accessed by driving through three activation rings, which are usually located right before the shortcuts.
- 4 Hazards:** There are a lot less hazards than in the race at Blackwater City, but that doesn't mean Ratchet will be let off easy. Watch out for both Explosive and Steel Crates, as well as columns hidden behind stacked Crates.
- 5 Turbo Pads and Gates:** Don't forget to keep your eye out for turbo pads and gates. They are the key to keeping your speed up and passing by the competition.



The Best Line: Hit the turbo pad, then veer left of the ramp.

[1] Ride over the Rocket to pick it up and immediately fire it to get rid of one of the Race Dummies. Veer right around the curve, hit the turbo pad, then take the ramp. Jump at the top and pull off a trick while busting through the stacked Crates on the platform above. **[2]** Save the turbo boost and pick up and fire the Rocket to the right and shoot it at the Dummy. Jump over the line of Explosive Crates, then hit the turbo boost (**Q** button) and jump over to the shortcut track above and to the right. **[3]** Hit the turbo pad, then follow the curve around to the left. Ratchet will hover through three activation rings, which will open up a tunnel on the other side of the track. Hit the turbo and jump the track to land in the tunnel. **[4]** The shortcut will drop them off on an upper portion of the track. Hit the turbo pad and jump off the top — a turbo gate is in the air up here. The track splits up ahead, either way will work, but there is a Rocket on the left portion. Follow the curve around to the right, hit the turbo pad, then hover through the three activation rings. The middle ring is slightly to the left and you will have to steer hard to the right to get through the third. **[5]** This opens a shortcut directly to the right. Take it, and jump up to hit the turbo gates in the air. **[6]** This will finish a lap. Repeat the process two more times and you should come in first.



The President of Gadgetron congratulates Ratchet's mad skills, then asks him to say a few words about Gadgetron's hot new boards on camera. Unfortunately, Ratchet's acting skills are nowhere near as polished as his hoverboarding, but Clank saves him and busts out a great sound byte. Ratchet then inquires about the employee discount, but it turns out you have to be with company two years before it kicks in. The President throws in a Hologuise as a consolation prize.

Ride the Grind Rail

The switch back out in the other room will let Ratchet & Clank back in to the Gad-getron lobby. Head through the doorway to the right and take the elevator plat-form up to the next area. Up here, you'll find a grind rail. This rail is Kalebo's main transportation route and will take Ratchet & Clank to a new destination.

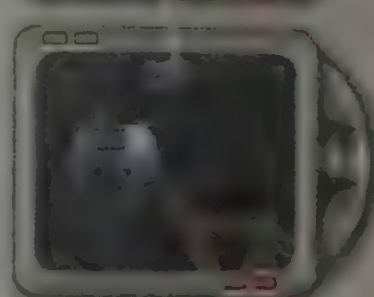
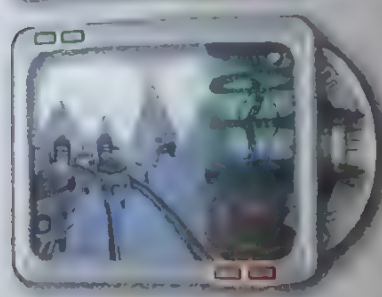
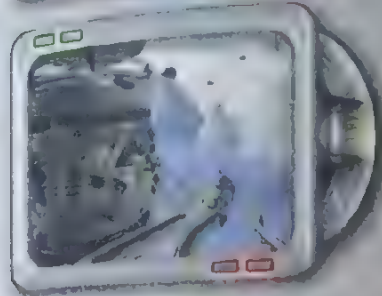
Unfortunately, it's also rush hour and the rails are congested with moving cars and other obstacles. Get ready for a ride!

Like the grind rail on Batalia, this rail has its share of hazards. The first is this connecting ring. Jump through them whenever you encounter one. [30] A few Mines are left on the track just beyond. Use the Wrench and whack 'em. Ratchet will encounter a few more connecting rings and Mines, but it's nothing you can't handle. When you see the parallel track on the left, jump over to it before the car on the right mows Ratchet down. Jump back over to the left as soon as it passes by, then take care of the Mine. [31] This next area beyond the tunnel has three parallel tracks. You are going to have to hop from one to another in order to avoid the oncoming traffic.

Start by jumping to the left, then quickly jumping back to the middle to avoid the cars. [32] As soon as the one on the left passes by, quickly jump back to the left — two cars on the right and center rails are bearing down on the two. [33] As soon as the cars pass by, jump to the right twice, then quickly hit the activation switch alongside the right track with the Wrench — make sure you jump back to the center as soon as you do so. [34]

A second grind rail will appear to the right, jump over to it before the connecting ring. [35] Ride the rail up and around and take out the Mine and jump through the connecting ring. Hit the activation pad as soon as you land. [36] Deal with a few more sets of Mines as the rail slopes downward, then get ready to hit a third activation pad as it twists back and forth around a series of columns — the pad is right after the fourth turn. If you miss, don't sweat it, as this section of track loops around and you can try again. [37]

Jump left and back over to the main track, then quickly hop through the connecting ring. The track abruptly ends here but, if you hit the jump button when Ratchet is on the blue and white striped portion at the end, he will jump over the gap and land on the next section of track. [38] Another set of



cars will bear down on the two. Jump left to avoid the first, then jump back to the center track. The set of three ahead are moving at different speeds. Jump to the right rail as soon as the faster car passes by. Quickly jump to the left twice, take out the Mine, then jump back to the center to avoid the car on the left. Jump back to the left to avoid the car in the center, then back to the center to avoid the one on the left — phew! Jump the connecting ring and, if you hit all three activation pads along the way, hop onto the track to the right. [1]



MISSION 5



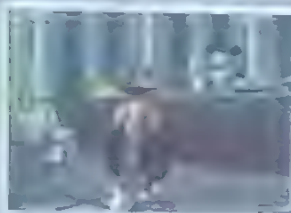
If all activation pads were hit, this portion of the grind rail will deliver Ratchet & Clank to a shiny Gold Bolt. Of course, they will be met with stiff opposition. A group of Bolt Thieves are littering the track in between, and you are going to have to time your Wrench swings to take them and their Mines out. The track will wind around and upwards, then right into the shiny Gold Bolt.

After securing the Gold Bolt, leap back to the main track on the left. Hit the Mine and jump the gap, then hop over the connecting ring and quickly jump to the left to avoid the oncoming traffic. Jump back over to the center track and ride it to the final destination: The HelpDesk. [2]



MISSION 6

Find New Equipment



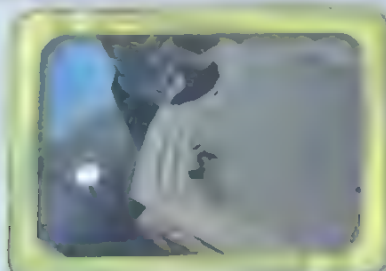
When the two touch ground they will be at the HelpDesk building. Ratchet is excited to get to finally meet the HelpDesk Girl, since she's been helping them every step of the way. He hopes she's cute. Unfortunately for him, she turns out to be a girl robot, which kicks Clank's love circuits into overdrive. He fumbles around with a few pick-up lines and she gives them a new Item — the Map-o-matic.

HELP DESK

The Map-o-matic

The Map-o-matic is the result of Gadgetron's ongoing efforts to map every square inch of the entire galaxy. By simply possessing it, you can see areas on your map which were previously uncharted. Now secret areas will be highlighted in green.

MISSION 5



If you walk out to the grind rail area where the two touched down and peek over the left corner, you will spot a teleporter. Drop down, walk onto it and press the [4] button to be transported to the Gadgetron Employee Breakroom. Grab the Gold Bolt, then return to the HelpDesk — there is a taxi up there that will deliver Ratchet & Clank back to the lobby.

Head back to the ship and set the coordinates for Planet Quartu and the Robot Plant. Now that they have the Hologuise, Ratchet & Clank will be able to infiltrate the factory. Turn to page 125, Quartu to continue.



The location of the laser to destroy Ratchet's home planet should be located somewhere on Drek's Flagship. It will be up to the two to investigate and find out where it is so they can stop him before he blows Veldin into so much space dust.

Missions:

- 1 Swim Through the Water Tanker
- 2 Find the Coordinates for Drek's Laser

Weapons:

None

Gadgets:

None

Gold Bolts:

- 1 In secret area in the water tanker time challenge
- 2 Inside secret room in Drek's Flagship

Infobots:

- 1 Receive when arriving at Drek's bridge



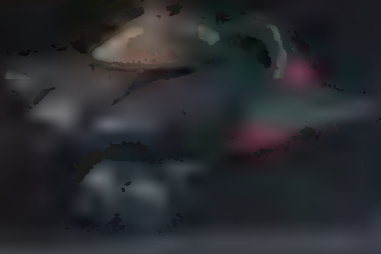
Enemies:

- 1 Sentrybots

- 2 Hobomutts

- 1 Codebot

- 3 Blarg Saucer



WISDOM

Swim Through the Water Tanker



Ratchet & Clank find themselves in the Launch Bay of Drek's Flagship. While they can choose a few different paths from their landing pad, their ultimate goal is to find the coordinates to Drek's laser and save Veldin. Hop in the water and take a swim. There is a set of Tri-Rings in the water below. Use the Hydro-Pack and quickly swim through all three to open the door leading to the next area. [1]



The next room has a floor switch which will shut down the electrical current for one minute and twenty seconds. You are going to have to high-tail it through an underwater gauntlet to make it to the other end in time. As soon as the switch is activated, dive into the water and take off – don't forget to hold down the [R1] button and use the Hydro-Pack. [2]



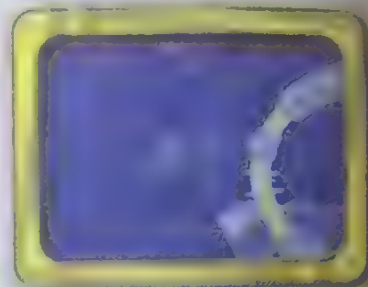
These tunnels are filled with deadly hazards. The rotating energy blades will stop Ratchet in his tracks. Try and plot where the holes will be by the time you reach one, and aim for that location. The Mines are fairly easy to avoid, as are the stationary lasers. Alone, each of these hazards is manageable. Together, they can be quite daunting.

As you progress through the tunnel, the spinning blades speed up, making it much more difficult to squeeze through the moving holes. Stay calm and try to anticipate their speed, so you will hit the hole when you reach one. Whatever you do, don't waste time stopping and repositioning Ratchet, every second counts! [3]

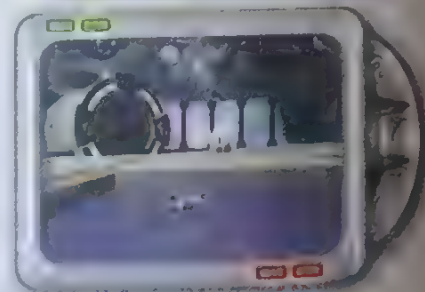
GOLD BOLTS



When you get to the area with the Tri-Rings, quickly swim through them, then make an immediate U-turn and head the opposite direction. A large cylinder door will open behind them, revealing a tunnel leading to a secret room with a Gold Bolt. Quickly swim up to the surface and get out of the water before the timer counts down to zero.



When you're ready, step on the switch to reset the timer and dive back into the water. You should have plenty of time to swim past the Tri-Rings and up to the surface in the room beyond. Besides plenty of Bolt-filled Crates and a few Nanotechs, there is a CodeBot. [4]



HELP DESK

CodeBot



Gadgetron CodeBots are necessary for opening Invenco-Vaults. These rare "keys" can only be used once, as there is always one CodeBot for each vault. The CodeBot will automatically unlock the Invenco-Vault when you come upon it.

The cockpit at the far end of the room will let Ratchet & Clank get back to the launch bay. Press the [A] button and the automatic pilot will take you there.

Find the Coordinates for Drek's Laser

Now, to find the coordinates for Drek's laser. Take the walkway to the left of the ship and press the **A** button to be teleported to the Missile Cruiser. There's a Sentrybot on the other side of the large doors. Use the Hologuise to change into robot form, then get close before clobbering him with the Walloper. Another Sentrybot is guarding the doorway to the next room. Give him the high sign so he will let Ratchet & Clank in, then let him have it as well.



The Robomutts in the next room can smell right through your Hologuise, and the trip lasers will cause permanent damage if Ratchet walks into them. Stay back and use the Blaster to pick them off with relative ease. Hop over the laser and into the next room, where a teleporter waits to whisk the two to the Dreadnaught.

The Dreadnaught

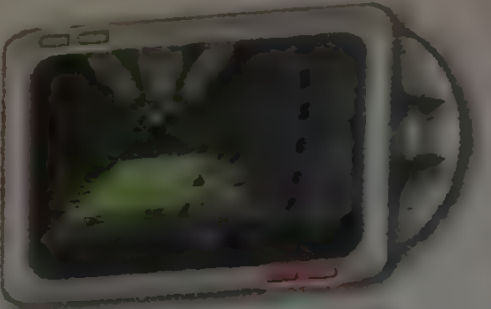
Make sure Ratchet & Clank have the Hologuise equipped and are in robot form before heading through the first door. A trio of Sentrybots will be patrolling the section beyond, walking in and out of a set of rooms. Wait for them to disappear into their respective doorways, then hop over the trip laser and change back to robot form before they emerge. Follow behind the first Sentrybot into its room and, when the door is closed and the duo are out of sight, take him out. Change back and repeat.

The next room has Robomutts and Sentrybots. Concentrate on the 'Mutts first, using the Blaster, and shoot them when the Sentrybots disappear into their rooms. When they are gone, take care of the Sentrybots. Make sure to change back to robot form before going through the next door. Wave to the Sentrybot to get him to open it, then relieve him of his position — permanently.

The Light Cruiser

When Ratchet & Clank teleport to the Light Cruiser, the first corridor they encounter will be filled with radioactive waste, as well as covered in trip lasers. There is a green Versa-Target on each end, but the opposite side is filled with Robomutts. They are too far away to shoot with your Blaster, but a few, well-aimed Visibombs can take out the whole room. Try and aim each missile so that it is between a few

'Mutts, then press the **C** button to detonate it. On the other side, change into robot form, then head into the next room. This one is filled with 'Mutts, as well as one stationary Sentrybot and two patrolling ones. Wait for the two to disappear into their rooms, then first take out the stationary 'Bot with the Devastator. Next, take out the Robomutts with the Blaster, then finish off the roving Sentrybots from the other side. Return to robot form and head through the final door. Finish off the last Sentrybot and teleport to Drek's Flagship.



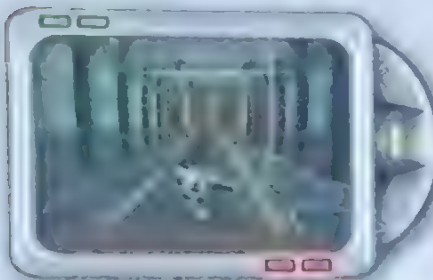


There's no getting past the force field in front of the door directly ahead. But, since Ratchet has the O2 Mask, he can venture outside into space. Walk through the opening on the right and step on the floor switch. [1] The elevator platform rotates around and drops him off on the underbelly of the Flagship. It looks like the laser is getting ready to fire and, to top things off, the turrets from his main ship

are sending a volley of gunfire your way. Take a left off of the platform and walk along the metallic walkway. [2]



When you reach the intersection, take a left. Ratchet won't be able to get past the gunfire and he needs to find a detour. The elevator platform at the end delivers him to a hangar. Press the [A] button to jump in the jet and take off.



There are eight turrets which you need to destroy. Follow the green arrow indicator to get them into your perspective and take them out with both the jet's machine-guns and missiles. Just use the skills you learned over the last few dogfights and you will take them out in no time. [3]

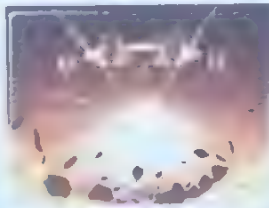
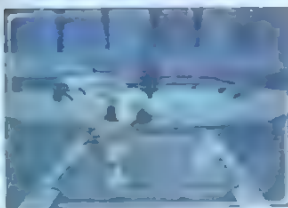
When the battle is over, take the elevator platform back to the underside of the ship and continue down the path to the left.

The elevator platform will deliver Ratchet & Clank back inside the ship, although they will be upside down and walking on the tunnel roof. Ignore the

Robomutts for the time being, and follow the Magne-Strip while avoiding the laser beams. [4]

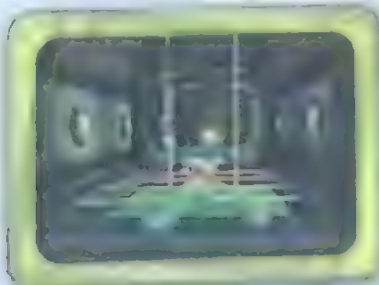


You can see where the laser beams hit the Magne-Strips by the charred line burned across them. Use that as an indicator when you pass by.



Ratchet enters Drek's bridge and sneaks up on his chair, ready to strike. Unfortunately, the only thing he finds is an Infobot. It broadcasts an advertisement for Blarg TV. The commercial is for the live taping of the annihilation of planet Veldin, where Drek will be on hand to push the Laser's button. Now that they know where he is, all they have to do is go and get him!

GOAL GUIDE



Return to the upside down tunnel from right side up, and take out the 'Mutts while avoiding the lasers. Change into robot form at the other end. Another pack of Robomutts and two Sentrybots are in the room beyond. Quickly equip the Devastator and target the two Sentrybots before they can react and set off the defense system.

Convert back into robot form and enter the doorway around the corner. Another Sentrybot is across the way, and there's a set of criss-crossing lasers along the floor. Use the Devastator on the 'Bot then use the Boost Jump and Glide to avoid the lasers. A final Stretch Jump across the next laser-filled section will get Ratchet & Clank to their goal – a magnificent Gold Bolt. Retrace your steps, return to the bridge and teleport back to the Launch Bay and the ship. Head to the ship and set its coordinates for planet Quartu, page 126.



This is it – the final showdown. Ratchet & Clank have come full circle and are back where they began their adventure. The stakes are high – if they can't put a stop to Drek and his nefarious plans, then Ratchet's home planet will be obliterated. It's up to them to destroy the Laser and take Drek out

MISSION DATA

Missions:

- 1 Save Ratchet's Planet

Infobots:

None

Items:

None

Gadgets:

None

Gold Bolts:

- 1 Use the Taunter on the Horny Toad in force field tunnel.
- 2 In hidden tunnel around the mountain side by green Versa-Target.
- 3 On top of a set of platforms before green Versa-Target.



Enemies:

- 1 Blarg Elite Commandos

- 2 Horny Toads

- 3 Armored Transports

- 4 Rocket Tanks

Weapons:

- 1 Blarg Cannon
Cost: 150,000 Bolts
Max Ammo: 50 Missiles
Ammo Cost: 20 Bolts per Missile

- 5 Ultra Supreme Executive Chairman Drek-Mech (Limited Edition)
- 6 Dark Gadge Bats



FINAL OBJECTIVES:


The R.Y.N.O.

Before tackling Drek and saving the galaxy, there are a few last things that we recommend taking care of. It's very wise to go back through the earlier planets Ratchet & Clank have visited and collect every Bolt you can find. Remember the Black Market Salesman back on planet Rilgar in Blackwater City? That ultra-expensive R.Y.N.O. could come in very handy when Ratchet & Clank go up against Drek. It's not a required weapon, and it's possible to beat him without it, but we recommend you take the time to get the Bolts and purchase it. The following walkthrough covers the battle with and without it.



HELP DESK

The R.Y.N.O.:

Originally manufactured by Gadgetron as the ultimate in tactical offensive weaponry, the R.Y.N.O. (Rip You a New One) is now only available from black market vendors. This ultimate weapon features high-capacity, rapid-fire, auto-tracking missiles, and was deemed too dangerous for civilian use by the Gadgetron muckety-mucks. To use the R.Y.N.O., just aim it in the direction of your enemies and press the  button to send out nine ballistic missiles — they will find their targets with ease. The R.Y.N.O. has a fairly long range, and will lock-on to any enemies within sight.



Ultra Nanotech

You should also re-visit planet Orxon and purchase the Ultra Nanotech from the Nanotech Dispenser. It is located in the secret laboratory, which can be easily accessed by heading into the tunnel next to the ship, taking the second left, and riding the small elevator platform up to it. Ultra Nanotech will set Ratchet & Clank back 30,000 Bolts.

HELP DESK

Ultra Nanotech:

Ultra Nanotech represents the pinnacle of Blarg engineering. This incredible boost will increase Ratchet & Clank's maximum health by three Nanotech spheres. When combined with the Premium Nanotech, it will boost their maximum health to a total of eight Nanotech spheres.

Gold Bolts

You might be wondering what all of these Gold Bolts you've been collecting do. They can be used to purchase special Gold weapons, which are more powerful than the standard Gadgetron models. There are hidden locations on certain planets where they can be purchased. These locations have been revealed in our Sealed Secrets Section. It's very possible to beat Drek without these upgraded weapons, and it is up to you if you want to try and find them yourself, tackle Drek without them, or be a big fat cheater and take a peek.



Save Ratchet's Planet

It's time to get down to business. Drek is somewhere on planet Veldin and he is getting ready to use his laser-powered Deplanetizer to blow it to smithereens. As soon as Ratchet & Clank arrive, an Armed Transport drops off two Blarg Elite Commandos — use the Devastator and remove them from the sky. !



You can collect a bounty of Bolts from inside Ratchet's old hangar. Funny, the poster of Captain Qwark has been taken down.

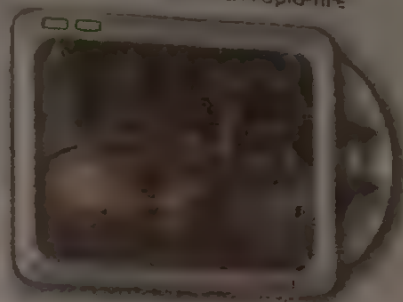
You can collect a bounty of Bolts from inside Ratchet's old hangar. Funny, the poster of Captain Qwark has been taken down.





A horde of Horny Toads wait for the two down the path — nothing you can't handle. This section should be familiar territory as it is the same way to the crash site where the adventure began. An Armed Transport drops off a few more Elite Commandos a ways down the path. Stop at the top of the bridge and use the Devastator to locate and take them out before moving on. Continue on, removing the Horny Toads from the path, and take a right at the tunnel well as a Rocket Tank. The Armed Transport will shoot out deadly bolts of energy, whereas the Rocket Tank, if you get too close, will belt the two with rapid-fire rockets — it's a deadly combination. From

the vantage point above, use the Visibomb Gun and target them both. Deal with the Elite Commando inside the tunnel, then the pack of Horny Toads along the path. There are four more Elite Commandos in the area beyond. Stay back and use the Devastator, while taking evasive action if they return fire. A last set of Horny Toads, an Armed Transport and a Rocket Tank bar the path between Ratchet & Clank and a bridge. Use the Visibomb Gun to remove the Tank and Transport from far away, then remove the Horny Toads. On the other side of the bridge, the two will find an Invenco-Lock.



Position the final two lasers on the center ring at 6:00 and 10:00. The blue blocker should be positioned at 1:00 and 7:00.



This Invenco-Lock can make your brain go numb. There are six lasers and only four receptors, with three blue blockers just because.

3: Position the final two lasers in the center ring at 6:00 and 10:00.



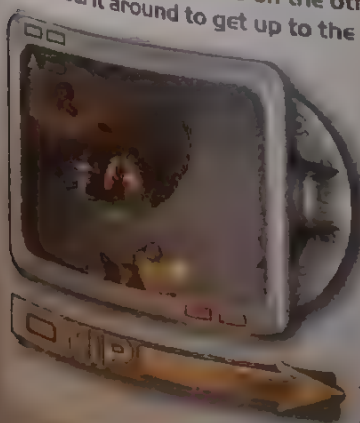
2: Position the two lasers on the middle ring so they are aimed at 5:00 and 7:00. The blue blocker should be positioned at 6:00.



Deal with the Horny Toads on the other side, then walk onto the Magne-Strip and follow it around to get up to the top of the water tank. Use the Hydro-

displacer on the Insta-Faucet to drain the water out of the shallow tank, then use the Thruster-Pack's Power Slam move to activate the switch.

Take the ladder up to the next area, then pull out the Devastator and use the circular entryway's ledge for cover from the Elite Commandos' fire. There are four total. Be patient and take them all out before moving inside the tunnel.



The armored circular objects provide perfect cover from the enemies' fire. Make sure to utilize them if you find Ratchet & Clank in sticky situations.

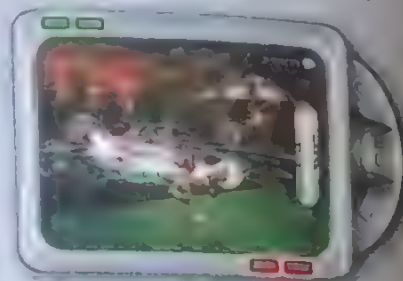


Use the Visibomb Gun on the Rocket Tank outside, then carefully move into the tunnel a little bit further. Before hopping across the small platforms over the deadly lava, use the Devastator or Visibomb Gun to try to target and take out any Elite Commandos in the distance – there are at least four out there. (1)

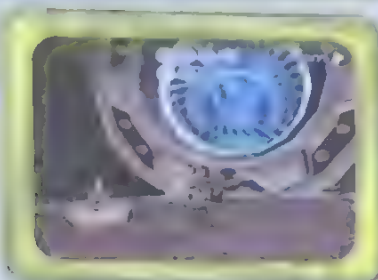


The Elite Commandos might be hard to spot. Look for the orange flame coming out of their hover packs to spot them, or just use the Devastator's targeting reticule and sweep the area.

If you haven't had the thrill of using the Morph-o-ray yet, pull it out and convert the Horny Toads on the platform into harmless white meat. Use the armored obstructions for cover on the other side, and take out the remaining Elite Commandos and Armed Transport. (2)



STAGE 2



Turn around and locate the tunnel with the blue, laser-filled entrance. Position the camera so you can see the floor

inside, you'll notice a floor switch at the base of the entrance. There is also a Horny Toad hopping around inside. Use the Taunter and to call the bugged over to the entrance and onto the switch. Hop in and collect the Gold Bolt!

Continue along the path and across a series of elevated platforms. There are a few more Elite Commandos around the corner. Either target them from afar, or use the armored obstructions to get close.

Boost Jump up to the next platform where there is another set of Elite Commandos and an Armed Transport off in the distance. The path leads to a Versa-Target. Before swinging over, turn around and locate the platform behind Ratchet. (3)



STAGE 3

There are a series of small platforms up here that will lead around the mountainside. When you get to the large platform, Boost

Jump up to the one above and grab the Gold Bolt!



Swing Shot over to the other side, break out the Trespasser and activate the Invincible-Lock



3: Position the final lasers in the center ring at 5:00 and 7:00. The blue blocker should be positioned at 8:00.



Position the final lasers on the middle ring at 3:00. The blue blocker should be positioned at 8:00.



The door leads into an open area. There are more Elite Commands and an Armed Transport around the corner on the left, out in the open. Use a combination of Devastator and Visibombs to eliminate the threat.

TIP

Watch out for the large pit! It's easy to miss and, if Ratchet falls over, it'll be instant death.

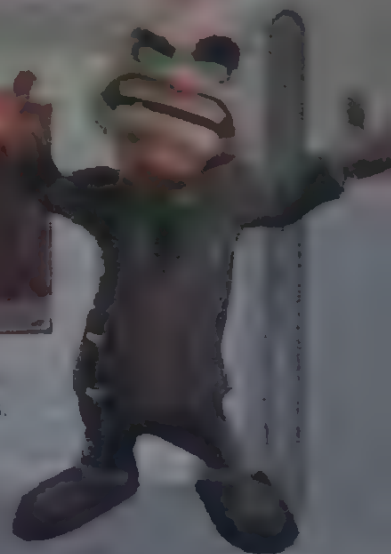
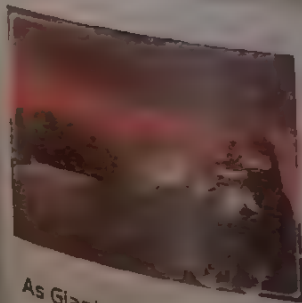
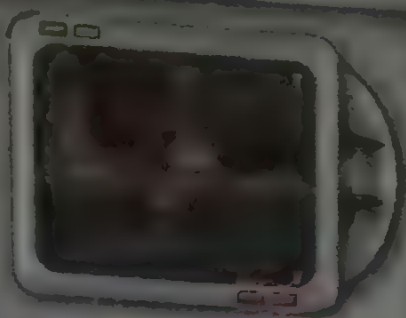
GUIDE

Before moving on, there's another Gold Bolt to be acquired. See the last armored obstruction at the end of the ledge? This one will serve as a jumping off platform to get Ratchet & Clank over to the platform around the mountainside below and to the right. Hop onto the armored obstruction, and then jump and Glide down to the platform. There is a grind rail here that will drop the two off inside a tunnel. Follow it around, and you will see the Gold Bolt hovering in the air at the end. Climb up the ladder and jump up the jump slot to exit back out into the open area.

Use the Swing Shot on the green Versa-Target to grapple across the canyon and into the next tunnel, then climb the ladder to get out. Outside, you'll come upon an entire squadron of Elite Commandos and Armed Transports with their backs facing Ratchet & Clank. Don't even try to take them on. Instead quickly scamper into the tunnel on the left. The opening to the next tunnel inside the huge tank is too high to reach from the bottom, but Ratchet still has water inside his Hydrodisplacer from the first tank he encountered. Follow the walkway around the perimeter, then empty its contents at the Insta-Drain. Swim through to the other side and head back outdoors.

Drop down to the area below and step onto the circular platform to transform into Giant Clank. Break through the barriers, then start shooting his rapid fire missiles. Stay back and target the Elite Commandos and Transports from far away only moving forward when the ones within sight have been eliminated. A second set of barriers beyond can be punched through to reveal another section. Just step on the Horny Toads to crunch 'em and head for the platform beyond.

As Giant Clank steps on the platform, Drek appears inside his own mech — the Ultra Supreme Executive Chairman Drek-Mech (Limited Edition). After a brief exchange of words, the three go at it.



BOSS BATTLE

ULTRA SUPREME EXECUTIVE CHAIRMAN DREK-MECH (Limited Edition)

This battle promises to be the battle to end all battles. It's Ratchet & Clank against Drek in his most heinous creation. This battle is going to take place in waves and, believe it or not, this is just the precursor.

Wave One:

This wave will be over quick. You just need to knock off a small portion of Drek's damage meter. He will send out a barrage of damaging rockets at Giant Clank. Don't bother using your rockets. Instead, move in close and keep busting out Super-Strike combos. They will continually keep him off balance and not let him retaliate. As soon as one seventh of his damage meter has been chipped away, he shoots out a laser which transforms Giant Clank back into his rather small robot form.



Wave Two:

Drek will then pilot his Drek-Mech away from Ratchet & Clank, taking the battle out in the open. There is a Gadgetron Vendor here. Stock up now, and use your PDA during the heat of battle. You should have a good stock of Bolts handy, as you will be needing all the ammo you can get.

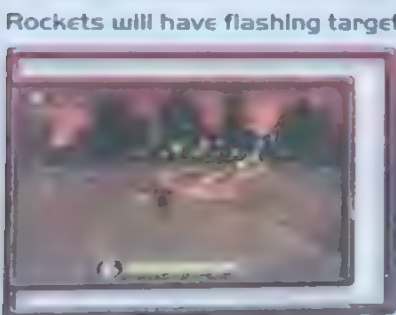
The series of platforms across the Swing Shot chasm have been damaged by the Drek-Mech. As soon as Ratchet & Clank


swing onto one, it will start to topple and fall, giving them a second or two to jump or run onto the next. Don't panic, and keep moving across them until you can shoot the Swing Shot and grapple onto the second yellow Versa-Target. Be sure to jump off of the last platform, as there is a gap between it and solid ground.



The Drek-Mech will execute two different attacks. The first is a succession of powerful Bombs from his left arm. These Bombs will detonate as soon as they hit the ground and their explosions will spread out in a deadly shock wave. The only way to survive the Bombs is to jump over their shock waves as they approach. Both double jumping and the Boost Jump work well. Just be ready for another shock wave as soon as you land.

The second attack is a spread of Rockets shot out from the Drek-Mech's chest. These Rockets will have flashing target markers indicating where they are going to hit on the ground. Stay away from these if at all possible. As soon as one appears, you will have about a second to get away from it before the Rocket comes crashing down.



If you have the R.Y.N.O., it will automatically target the Drek-Mech, allowing you to continuously fire its missiles while avoiding his two attacks. Just keep pressing the  button and let it do the work while you worry about staying alive.

If you don't have the R.Y.N.O., things will be a lot tougher, but not impossible. Jump over the series of Bombs, and

Use the Devastator and fire off as many as possible while he is shooting his Rockets. You don't need to be in first-person mode to target him, just keep firing while avoiding his Rockets.



Wave Three:

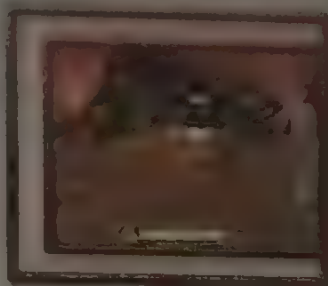
Drek will get frustrated and shoot out a laser that splits the ground in three before leaving to another area. Carefully navigate the unstable terrain (jump from one to the next at its lowest portions) then traverse the next set of toppling platforms and yellow Versa-Targets. Now would be a good time to access the PDA and replenish your ammo.



When you reach him on the other side, he will resume his attacks. In addition to the first two, he introduces a third. He sends out a batch of Homing Mines that will activate and seek out Ratchet & Clank. Equip the Suck Cannon, suck them in, then spit them back out at him while avoiding his other attacks. Make sure to switch between the Suck Cannon and Devastator often.



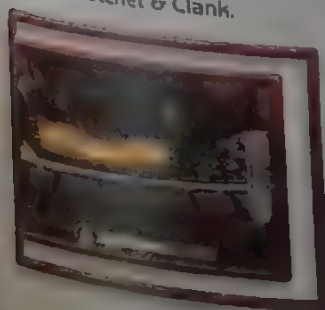
He will repeat these attacks, over and over, until you can whittle down his damage meter another section. Another laser beam breaks the ground into unstable chunks. Carefully navigate across them, using the Stretch Jump and Glide to get to the second section, then traverse the next set of toppling platforms. The final one before the next section will fall before you land on it. Use the Swing Shot to skip it and land on the ground beyond.



When they land on the platform, Drek reveals that the Ignition Switch, once activated, will activate the Deplanetizer. Clank tries to reason with the mad man, but he doesn't care. It's all about the money. He activates the switch, giving them 30 seconds to get to it and use the Thruster-Pack's Power Slam maneuver to deactivate it.

Wave Four:

This is the final wave. The first thing you must do is get to the Ignition Switch and deactivate it with a Power Slam. Make a beeline for the center of the platform and the Switch. The Drek-Mech will send out a wave of Dark Gadge-Bots, who will swarm Ratchet & Clank.



As soon as the Switch has been taken care of, Drek-Mech will surround himself with a deadly ring of energy and try and run down the two. Stretch Jump away and hop on the blue railing around the perimeter of the platform. It's actually a grind rail and it will whisk the two away from him.



He will then resume his barrage of attacks which include Mines, Dark Gadge-Bots, Rockets and Bombs. Continue to use the Devastator and/or Suck Cannon while jumping over his Bombs and avoiding his Rockets. Try and mix up your attacks and use the Devastator whenever you can and send your own barrage his way.

When you get his damage meter down pretty low, he will resort to re-activating the Ignition Switch. The amount of time left on the timer will be at the number you stopped it at — get to it quick!



His next attack will be a burst of electrical energy shot out from his right hand. You'll know he's about to shoot when he moves to the opposite end of the platform and his hand starts shaking and glowing. Stay as far back as possible and dodge the blasts using the Stretch Jump.



His last resort will be a wave of green-glowing Missiles that will stick in the ground and explode after a few seconds. Avoid these at all costs and keep hammering away with the Devastator. If things get real bad and you run out of Bolts, resort to the Blaster or Bomb Glove to keep whittling his meter down.



He will continue to throw out combinations of all of these attacks and you will have to do your best to work through them, while constantly trying to damage him with your weapons. If you don't have the R.Y.N.O., stick to the Devastator and/or Suck Cannon, and continually restore your ammo with the PDA. Make sure to grab any Nanotech that you happen to come across, as well as any ammunition. Eventually, with a lot of persistence, skill and a little luck, Drek will go down for the count.



Congratulations! Hit that switch, then sit back and watch the rest of the events unfold, then enjoy some of the extras and goodies that open up after the credits roll. If you want to find out some of the game's secrets, such as where to purchase the Gold Bolts, how to achieve all of the Skill Points, and other unrevealed nuggets, look no further than our special eight-page "Sealed Secrets" section on your right.

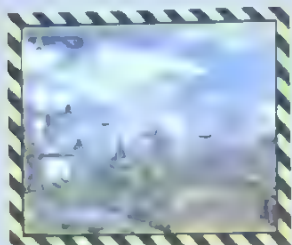




SEALED SECRETS SECTION

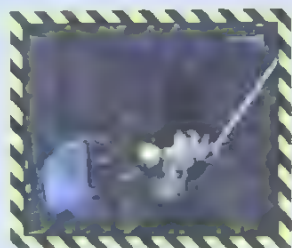
SKILL POINTS:

In addition to all of the other hidden secrets and extras in this game, there are 30 secret Skill Points to earn and uncover. Once you've beaten the game, a new "Goodies" option will be available in the Pause Menu. If you choose the Skill Points option, a checklist will appear, with a cryptic name of the task you must perform to achieve the Skill Point and the level where it must be carried out. Once you've successfully completed each one, you'll receive another cryptic and secret bonus — a host of magazine covers and an artwork gallery! For those of you who need a little help, we have provided brief explanations and descriptions for each of the 30 Skill Point tasks.



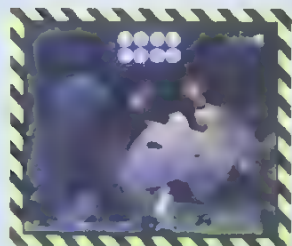
1: TAKE AIM — TOBRUCK CRATER, NOVALIS

To achieve this Skill Point, you must shoot down one of the attacking Blarg Fighters or Bombers flying in the skies above Novalis. This is easier said than done, as these puppies are fast! The best weapon for the job is the Devastator, as you can aim it up at the sky and, as soon as a ship flies by and the targeting reticule turns green, shoot off a missile!



2: SWING IT! — PLANET ARIDIA, OUTPOST XII

All you have to do to earn this Skill Point is traverse the final six Swing Shot Versa-Targets inside the factory (right before where you discovered the Trespasser) without touching the ground. Just keep pressing the Circle button and aiming Ratchet toward the next Versa-Target before he can land on a platform.



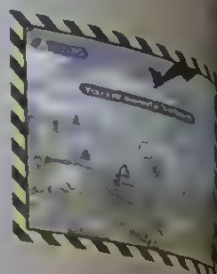
3: TRANSPORTED — PLANET ARIDIA, OUTPOST XII

To get this Skill Point, you need to shoot down three of the flying transports in the skies above the planet. Unlike the Fighters and Bombers in Novalis, these ships move nice and slow. Use the Devastator to target and take them out.



4: STRIKING A POSE — PLANET KERWAN, METROPOLIS

This one is super-simple but, from the cryptic description, hard to figure out. All you need to do is stand between the legs of the giant rotating Robot Statue stationed above Al's Roboshack. The best way to get to it is to take the yellow elevator disc up to the highest point (the first one after Al's Roboshack), then jump and Glide over to it from the platform above.



5: BLIMPY — PLANET KERWAN, METROPOLIS

There are a few Blimps circling the skies of Metropolis. All you have to do is locate one, then shoot it down. Both the Devastator and Visibomb Gun work really well for achieving this Skill Point

6: QWARKTASTIC — PLANET KERWAN, METROPOLIS

Remember that talking Captain Qwark statue at the start of his Fitness Course? It needs to go down! Conventional weapons, such as the Blaster, Bomb Glove, Pyroclator, etc. won't do the trick. Use the Devastator from close range and the Skill Point is yours.

7: ANY TEN — LOGGING SITE, EUDORA

Achieving this Skill Point requires you to take out any ten of the flying vehicles in the skies over Eudora. Just find a good vantage point and use the Devastator to lock-on and shoot down ten of 'em.

8: TWISTY — PLANET RILGAR, BLACKWATER CITY

This "tricky" Skill Point requires you to pull off a special move in the Hoverboard Race in Blackwater City—the "Twisty McMarx". To execute the move, you need to flip in the air four consecutive times while hitting the L1, L2, R1 and R2 buttons consecutively. It doesn't matter which way you flip or the order of the buttons, but you have to press each of them and make it around in four revolutions before hitting the track.

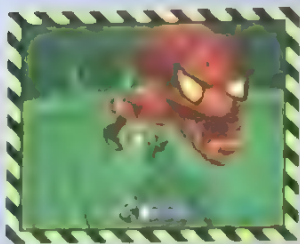
9: CLUCK, CLUCK — PLANET RILGAR, BLACKWATER CITY

As the title description implies, achieving this Skill Point involves poultry. To be exact, you must transform an Extermintank into a chicken using the Morph-o-ray. This is a little tougher than it sounds, as the tank's range is longer than the Morph-o-ray's. The best way to do it is to get up close and personal and shoot the ray while avoiding its fire

10: SPEEDY — PLANET RILGAR, BLACKWATER CITY

This one is one of the tougher Skill Points to get. You have to come in at a best time of 1:35 seconds or less in the Hoverboard races in Blackwater City. The only way you'll be achieving this Skill Point is by hitting enough turbo pads and gates to keep your Hoverboard in a constant state of turbo, while cutting the corners to get the best line. Good luck!





11: GIRL TROUBLE — NEBULA 634, BLARG STATION

To get this Skill Point, you need some serious OmniWrench skills. Beat the Allen Queen and her minions using only your Wrench and the Skill Point is yours. The best strategy here is to dodge her attacks and, while she is lunging with her mouth, move around and swipe at her body two or three times. Just keep repeating this pattern and she will go down quickly.



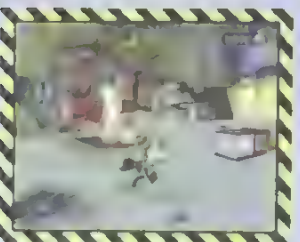
12: JUMPER — PLANET BATALIA, FORT Krontos

To get this Skill Point, you need to make it through the long grind rail track without hitting a single thing. This means you can't run into a mine or connecting ring, or take any damage. You can still use your Wrench on the Mines, or you can jump over them if you prefer. Get to the other end without getting hurt, and the Skill Point is yours.



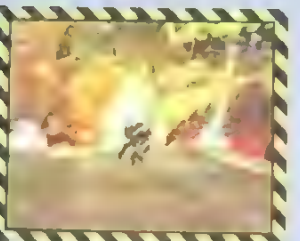
13: ACCURACY COUNTS — PLANET BATALIA, FORT Krontos

This Skill Point involves the gun turret on Batalia — the taxi will take you right to it. You need to get back inside it (jump up the steps at its base and hop in), then use its guns to shoot down one of the small fighters off in the distance. Persistence is key here, as these little guys move fast. Just keep the guns firing and aim ahead of the ships.



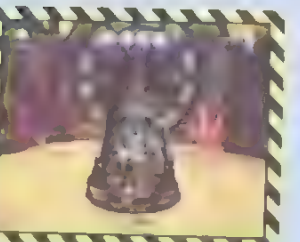
14: EAT LEAD — PLANET BATALIA, FORT Krontos

Equip the Sonic Summoner and grab that Sand Mouse from behind the first building on the right — you're going to need it to get this Skill Point. What you have to do to get it is to take out all of the Bomber Tanks in the level. You will have to get it multiple times to take out all four Tanks.



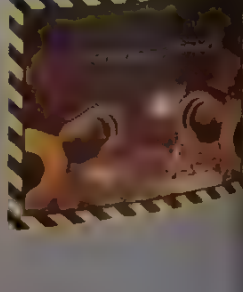
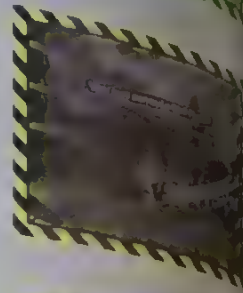
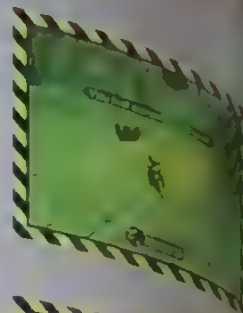
15: DESTROYED — PLANET GASPAR, BLARG DEPOT

This one is fairly easy to achieve. All you need to do is locate and destroy all of the Blarg Destroyers that are tethered to the fuel lines. There are a total of ten.



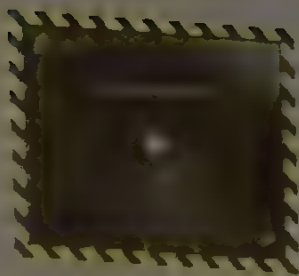
16: GUNNER — PLANET GASPAR, BLARG DEPOT

This is a simple one. Just hop into one of the manual turrets stationed along the main path and aim for the skies. You need to down five ships flying above to get this Skill Point.



17: SHIPER — PLANET ORXON, KOGOR REFINERY

There is a small pipe that goes through one side of a group of rocks to another, along the left path while exploring as Ratchet. When you get to it equip the Blaster and use its sniper mode to look through the pipe and target the sleeping Screamer on the other side. Take the whinner out and the Skill Point will be achieved.



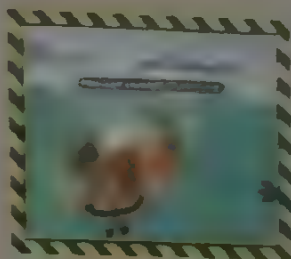
18: HEY, OVER HERE! — PLANET ORXON, KOGOR REFINERY

You need the Taunter to get this Skill Point. Find a force field that has a few enemies, such as these Toxic Crabs on the opposite side of it, then goose them with the Taunter. They will be lured right into the electrical field giving you a Skill Point and eliminating them in the process.



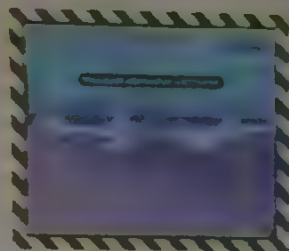
19: ALIEN INVASION — PLANET POKITARU, JOWAI RESORT

Using the Visibomb Gun will be the only way to get this Skill Point. See all of the Blarg Saucers filling the sky? You need to use the Visibomb Gun and take out three of them. Think you can do that?



20: BURIED TREASURE — PLANET POKITARU, JOWAI RESORT

This Skill Point takes a little time and exploration. Basically, you need to plumb the deep waters for each and every Crate. Once you have found all of them under the deep blue sea, you will be awarded the Skill Point.



21: PEST CONTROL — PLANET HOVEN, BOMB FACTORY

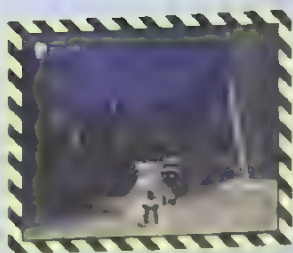
Remember that Anklebiter ambush beyond the trees down the main path? All you have to do is survive the attack and take them all out. The Walloper works great and you should have no trouble at all. There will be about five waves of the little beasts before it's over.



22: WHIRLYYBIRDS — PLANET HOVEN, BOMB FACTORY

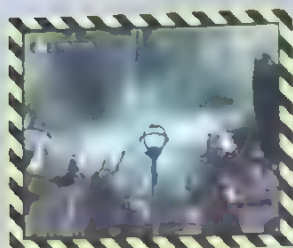
There snowy skies of Hoven are filled with fast-moving helicopters and you have to target and take out five of them. Find a nice high vantage point where you will be close enough to lock-on with the Devastator (although, using any weapon other than the turret will achieve the goal), and keep at it until you reach your quota.





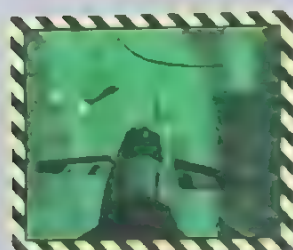
23: SITTING DUCKS — OLTANIS ORBIT, GEMLIK BASE

To get this Skill Point, you need to destroy all of the cargo ships around the Base. There are six outside along the Base's rooftops, and a final one on top of the ceiling where you enter the large chamber upside-down filled with enemies and generators.



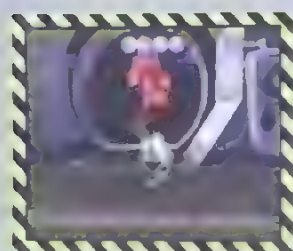
24: SHATTERED GLASS — PLANET OLTANIS, GORDA CITY RUINS

There are quite a few streetlights lining the ruined streets of Gorda City. Use the Blaster and locate and shoot them all out, and you will receive the Skill Point.



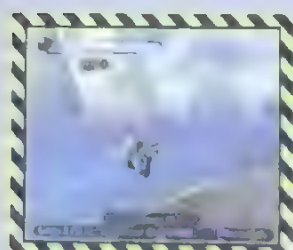
25: BLAST 'EM! — PLANET OLTANIS, GORDA CITY RUINS

There are multiple marauding Blarg Bombers patrolling the stormy skies of Oltanis. Use the Visibomb Gun and take out three of them to earn this Skill Point. These guys can be a little tough, as they don't come out very often, and they will move out of your Visibomb range fairly quickly.



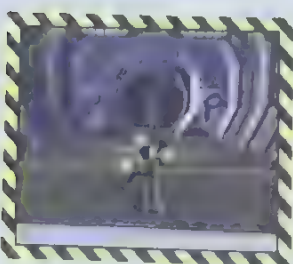
26: HEAVY TRAFFIC — PLANET KALEBO III, GADGETRON SITE

You have to be good to get this Skill Point. The long, traffic and Mine-filled grind rail has to be traversed perfectly. This means that you can't take any damage and have to avoid the oncoming cars, and either jump or destroy the Mines.



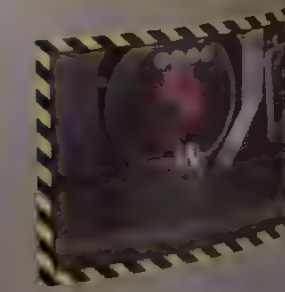
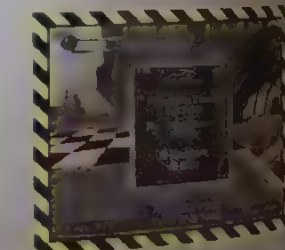
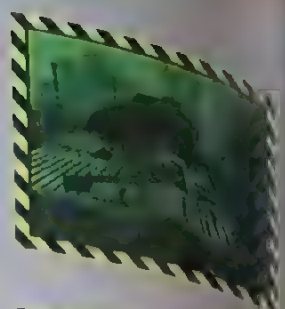
27: MAGICIAN — PLANET KALEBO III, GADGETRON SITE

Attain a tricks score of 4500 points or better in the Hoverboard challenge to get this Skill Point. You are going to have to pull off a constant barrage of tricks to get the required score. You will have to pull off some Twisty McMarx moves if you're going to get this high score.



28: SNEAKY — DREK'S FLEET, VELDIN ORBIT

You might have already gotten this Skill Point. In order to attain it, you have to eliminate all of the Sentrybots during the search for the coordinates mission. Just make sure to take them out as you progress through each of the ships. When the last one goes down, you get the Point.



29: CAREFUL CRUISE — DREK'S FLEET, VELDIN ORBIT

This one is tough. To get the Skill Point, you need to make it through the timed underwater gauntlet without losing any Nanotech. This means you can't get hit or take damage once. As soon as you get to the other side and hop out of the water, it's yours!

30: GOING COMMANDO — PLANET VELDIN, KYZIL PLATEAU

The game designers chose to save one of the hardest Skill Points for last. You are going to have to kill ten of the Elite Commandos with only the OmniWrench. Actually, it's not that hard. Just wait for them to shoot their three shots, then move in and use the Wrench's Hyper-Strike move twice to eliminate 'em.

GOLD WEAPONS LOCATIONS:

Those Gold Bolts you've been collecting can be traded in for some pretty impressive upgraded weaponry. There are two hidden locations where you can purchase these shiny weapons of destruction. Once you acquire all of them, head to the Goodies menu to find all of the Ratchet & Clank commercials as well as a very cool "Making Of" video.

#1: OLTANIS ORBIT, GEMLIK BASE:

The first can be found on Gemlik Base, tucked away in a high tower at the end of the level. Once you've beaten Qwark in the space battle, head down the runway to the large tower on the right. Walk to the front of the entrance. See the jump slot? Use the Wall Jump to get up to the small platform above, then ride the elevator all the way up to a secret room. There are five Gold Weapons here: Bomb Glove, Pyrocitor, Blaster and Glove of Doom. Each one will set you back a combination of Gold Bolts and standard Bolts.

#2: PLANET NOVALIS, TOBRUK CRATER:

The second Gold Weapons location can only be accessed after beating the game and playing through a second time. When you reach Novalis and Tobruk Crater, there will be a teleport pad right next to the ship. Step on it and press the Triangle button and Ratchet & Clank will find themselves in a secret room with ten Gold Weapons. These include the Tesla Claw, Bomb Glove, Devastator, Pyrocitor, Mine Glove, Blaster, Morph-o-ray, Glove of Doom, Decoy Glove and Suck Cannon.

CHEATS: There is also a set of cheat codes that must be entered manually. These codes may be turned on via the "Goodies" menu after defeating Drek.

Move Key:

FL - Flip left
FR - Flip right
FB - Flip back
FSC - Full second crouch
FSG - Full second glide

CS - Comet-Strike

HS - Hyper-Strike

DJ - Double jump

SJ - Stretch jump

WJ - Wall jump

Mirrored Levels:

FL - FL - FL - FL - 3 hit wrench combo - HS - FR - FR - FR - FR - DJ - FSC

Ratchet Big Head Mode:

FB - FB - FB - FSC - SJ - FSG

Clank Big Head Mode:

FB - HS - CS - DJ - HS - FL - FR - FSC

NPC Big Head Mode:

FL - FR - FB - FB - CS - DJ - CS - HS

Enemy Big Head Mode:

SJ - FB - FB - FB - SJ - FB - FB - FB - SJ - FB - FB - FB - FSC

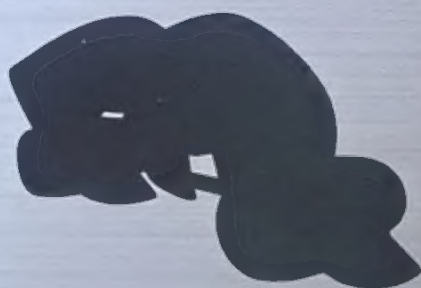
Health Gives Temp Invincibility When Ratchet at Max:

CS - CS - CS - CS - FB - FSC - FB - FSC - CS - CS - CS - CS

Trippy Contrails:

(10 W) SJ - DJ - HS





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- Strategies for dealing with Chairman Drek's minions
- All secrets revealed

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